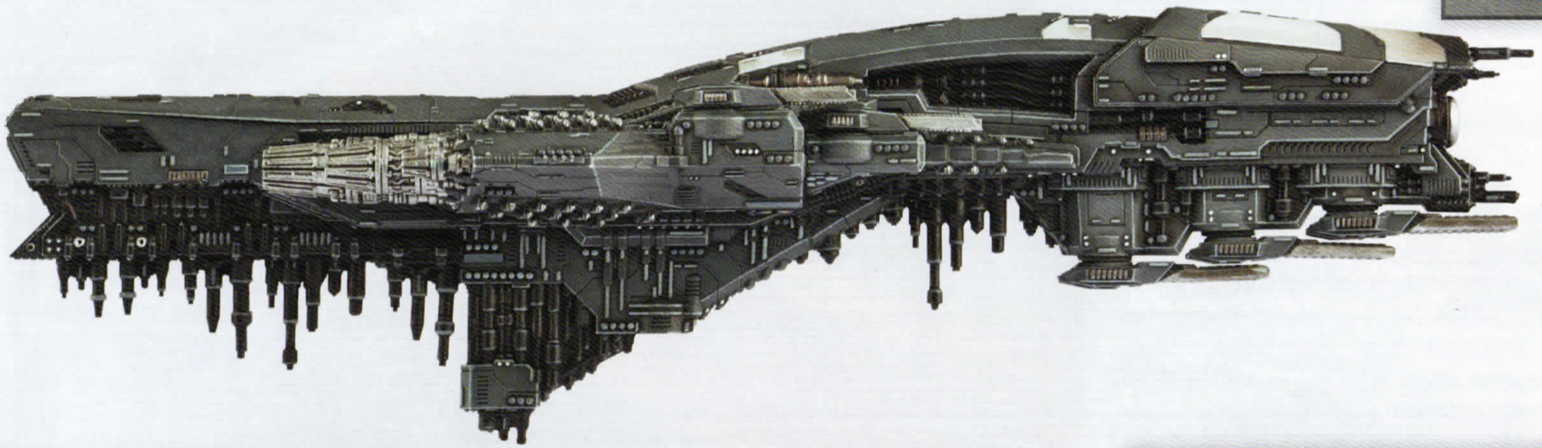
# BEIJING

## BATTLESHIP

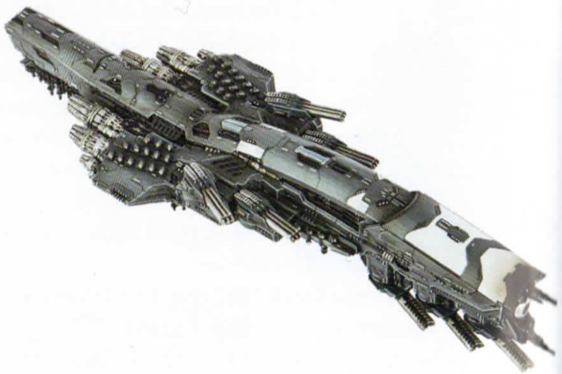
252 PTS



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| BEIJING | 8" | 12" | 6" | 18 | 3+ | 10 | 1 | S | |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| UF-4200 MASS DRIVER TURRETS | 4+ | 4 | 1 | F/S(L) | |
| UF-4200 MASS DRIVER TURRETS | 4+ | 4 | 1 | F/S(R) | |
| UF-6400 MASS DRIVER TURRETS | 3+ | 6 | 1 | F/S | |
| COBRA HEAVY LASER | 3+ | 2 | 1 | F(N) | BURNTHROUGH (6), FLASH |
| SWORDFISH MISSILE BAYS | 3+ | D6+4 | 1 | F/S/R | CLOSE ACTION |

**BEIJING:**
LENGTH: 1293M
BEAM: 421M
HEIGHT: 383M
DISPLACEMENT: 21,289,000M$^3$



**Famous ships of the class:** *Missouri, Liberator, Victory, Vox Bellum, Alea Iacta Est*

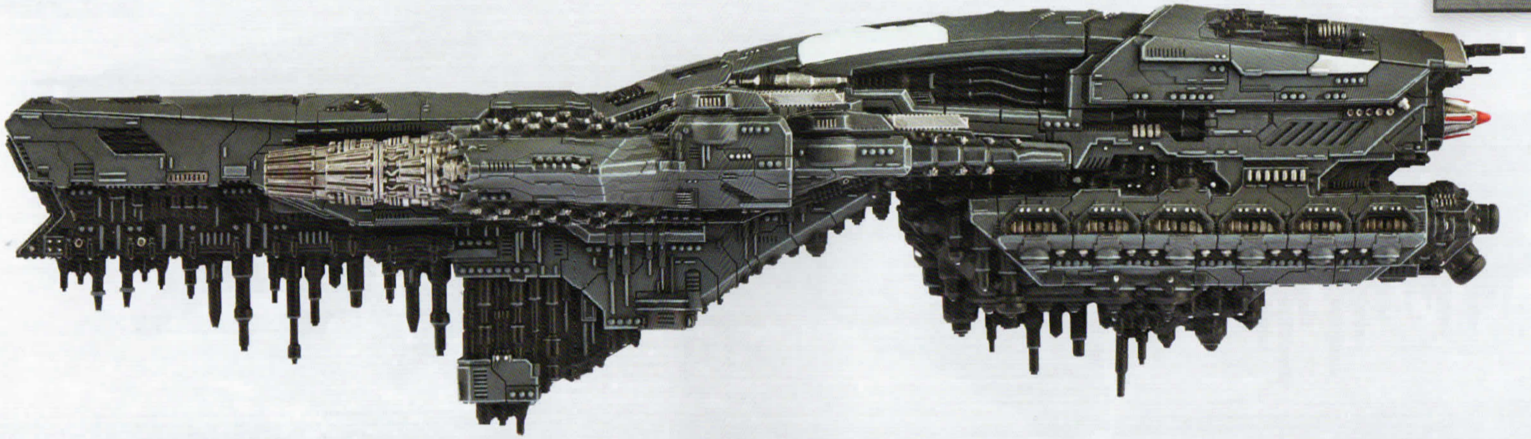
The mighty Beijing class battleship is the oldest class of combat starship in general service with the Colonial Fleet. UCMS *Beijing* was laid down in 2579 and completed in 2586, making her 85 years old at the time of her destruction in the first battle of Olympus. However, that first example was followed by dozens more of her class and construction still continues to the present day. The design has proven so reliable and versatile that the basic hull forms the base of most of the UCM's enormous battleships.

The Beijing class is an extremely resilient vessel which packs extensive firepower, namely six UF-6400 mass drivers in three turrets, twelve UF-4200 mass drivers in four turrets and one Cobra laser, not to mention scores of missile bays and banks of point defence lasers. It is currently one of the most popular commands of the UCMF's Admirals and for good reason – few ships the UCM has to offer are as effective in the annihilation of any enemy as the formidable Beijing. Most of the UCMF's battleships are surrounded by tales of their illustrious deeds, their names etched into the collective consciousness of the colonial citizenry and this class has no shortage of legends.

# NEW YORK

## BATTLESHIP

**260 PTS**

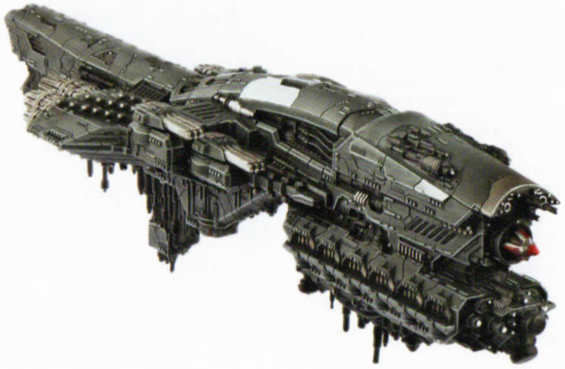


| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| NEW YORK | 8" | 12" | 6" | 18 | 3+ | 10 | 1 | 5 | LAUNCH |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| UF-4200 MASS DRIVER TURRETS | 4+ | 4 | 1 | F/S (L) | |
| UF-4200 MASS DRIVER TURRETS | 4+ | 4 | 1 | F/S (R) | |
| SHARK MISSILE BAYS | 4+ | D6+1 | 1 | F/S/R | CLOSE ACTION |

| LOAD | LAUNCH | SPECIAL |
|---|---|---|
| FIGHTERS & BOMBERS | 5 | |
| TORPEDOES | 1 | L (2) |

**NEW YORK:**
LENGTH: 1293M
BEAM: 421M
HEIGHT: 383M
DISPLACEMENT:
25,253,000M$^3$



**Famous ships of the class:** *Admiral Togo, Carpe Noctum, Liberty Queen, Lord Nelson, General Sherman*

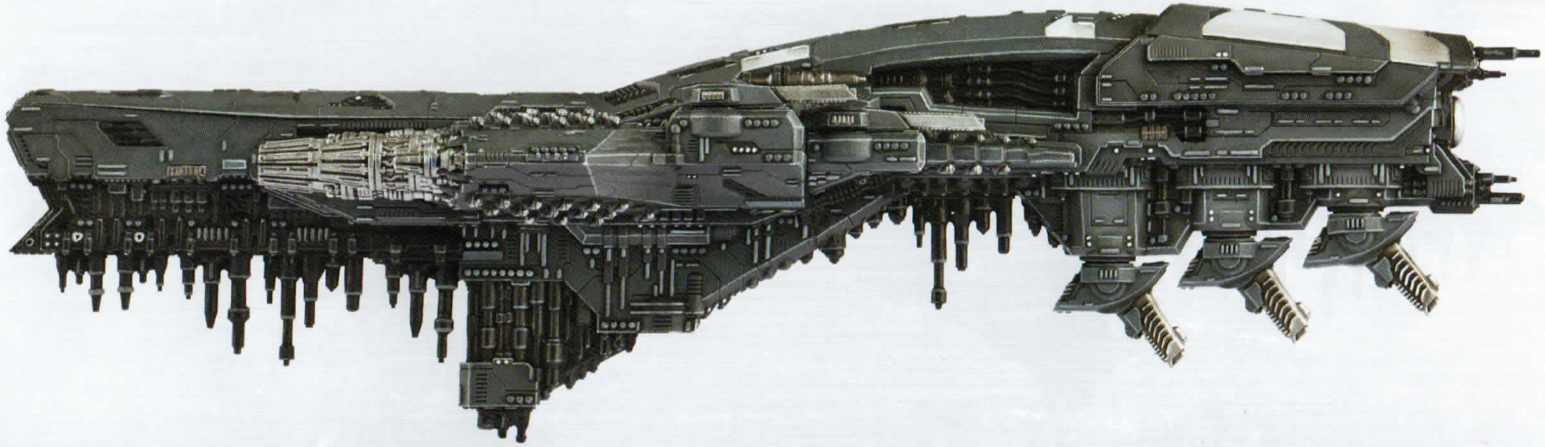
The New York class is one of the most in-demand ships in the UCMF since its flexibility and awesome power are almost unparalleled. A later development of the Beijing class, it replaces the former's heavy turrets with a gigantic voidcraft hangar for launching scores of lethal fighters and bombers. It also replaces the Cobra laser with an enormous torpedo tube and internal storage for two of these devastating munitions. As such, it can take advantage of the lower power requirements of its launch assets to bring more offensive capability to bear when conducting complex manoeuvres, all while producing less conspicuous energy spikes.

While less common than the Beijing (as far as any battleship can be described as 'common'), a total of 19 are currently on the register – a respectable number but sorely below current demand, which cannot be met quickly due to the complexity of construction. A shortage of trained pilots compounds the issue, exacerbated by the terrible losses sustained by the Fleet Air Arm above Olympus.

# TOKYO

## BATTLESHIP

220 PTS



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| TOKYO | 8" | 12" | 6" | 18 | 3+ | 10 | 1 | 5 | |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| UF-4200 MASS DRIVER TURRETS | 4+ | 4 | 1 | F/S(L) | |
| UF-4200 MASS DRIVER TURRETS | 4+ | 4 | 1 | F/S(R) | |
| UF-B-8000 BOMBARDMENT TURRETS | 2+ | 5 | 1 | F/S/R | BOMBARDMENT, LINKED |
| UF-B-8000 BOMBARDMENT TURRETS | 2+ | 5 | 1 | F/S/R | BOMBARDMENT, LINKED |
| COBRA HEAVY LASER | 3+ | 2 | 1 | F(N) | BURNTHROUGH (6), FLASH |
| SWORDFISH MISSILE BAYS | 3+ | D6+4 | 1 | F/S/R | CLOSE ACTION |

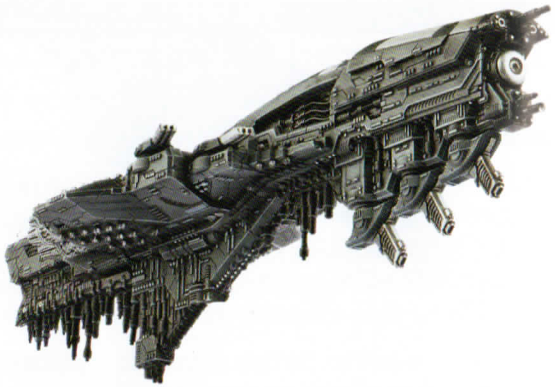
**TOKYO:**

LENGTH: 1293M

BEAM: 421M

HEIGHT: 383M

DISPLACEMENT: 21,362,000M$^3$



**Famous ships of the class:** *Spirit of Vengeance, Yamato, Musashi, Forgehammer*

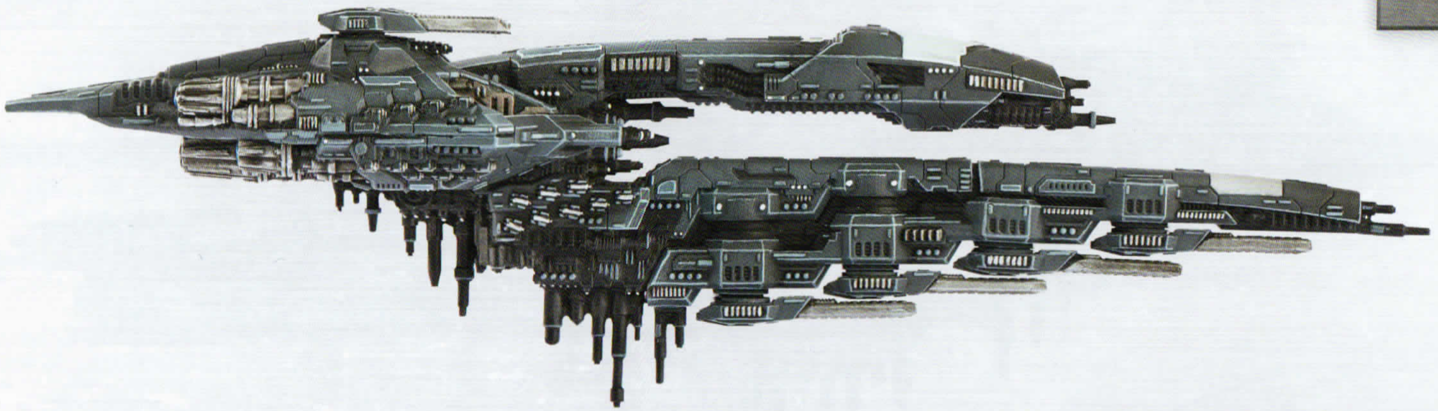
The colossal Tokyo class battleship is one of the most specialised ships of this tonnage level in the UCMF. While based on the Beijing design, this class dispenses with its main mass driver battery in favour of three turreted UF/B-8000 bombard cannons, making this one of the most formidable orbital bombardment platforms anywhere in the Reconquest. Only the UCM has need of a battleship sized vessel designed for this purpose, such is the scale of the mighty undertaking.

In combat, the Tokyo surpasses the Madrid in this role when heavy return fire is expected. Conducting a surface bombardment is always risky and requires a stable platform to hold station above the target which will always be vulnerable to enemy reprisals. Fortunately, the Tokyo has extreme resilience to damage, allowing it to decimate the target while defending itself with other potent weapons, ensuring that the job is done regardless of available support or enemy presence.

# ATLANTIS / JOHANNESBURG

## Battlecruiser

**205 pts**



| Name | Scan | Sig | Thrust | Hull | A | PD | G | T | Special |
|---|---|---|---|---|---|---|---|---|---|
| Atlantis / Johannesburg | 6" | 6" | 8" | 14 | 3+ | 7 | 1 | H | Launch |

| Type | Lock | Attack | Damage | Arc | Special |
|---|---|---|---|---|---|
| UF-4200 Mass Driver Turret | 4+ | 2 | 1 | F/S(L) | |
| UF-4200 Mass Driver Turret | 4+ | 2 | 1 | F/S(R) | |
| UF-6400 Mass Driver Turrets | 3+ | 4 | 1 | F/S | |
| UF-6400 Mass Driver Turrets | 3+ | 4 | 1 | F/S | |
| Shark Missile Bays | 4+ | D6+1 | 1 | F/S/R | Close Action |

| Load | Launch | Special |
|---|---|---|
| Fighters & Bombers | 3 | |

**Famous ships of the class:** *Atlantis* (Atlantis class), *Admiral Halsey, Warspite, Huntsman, True Justice* (Johannesburg class)

The UCMS *Atlantis* was the first modern battlecruiser constructed by the UCM and was a testbed for development, sharing some common parts with cruisers. She was designed for battleship-level firepower and cruiser-level speed at the expense of survivability. The primary mission of *Atlantis* would be to hunt down lesser ships and destroy them quickly in flanking and interdiction opperations. She excelled at this during the Wolfrum Penal Insurrection and limited engagements with the Shaltari before 2659, proving the concept.

Following this success, the Johannesburg class was designed around an entirely new hull created for the specific requirements of battlecruisers. This class is far cheaper to produce and easier to maintain being purpose built, although its combat effectiveness is equivalent. With this development, *Atlantis* remains the only ship of her class and is still in active service, while the Johannesburgs are quickly eclipsing her in numbers as the Reconquest grinds on.

**ATLANTIS:**

Length: 1160m

Beam: 301m

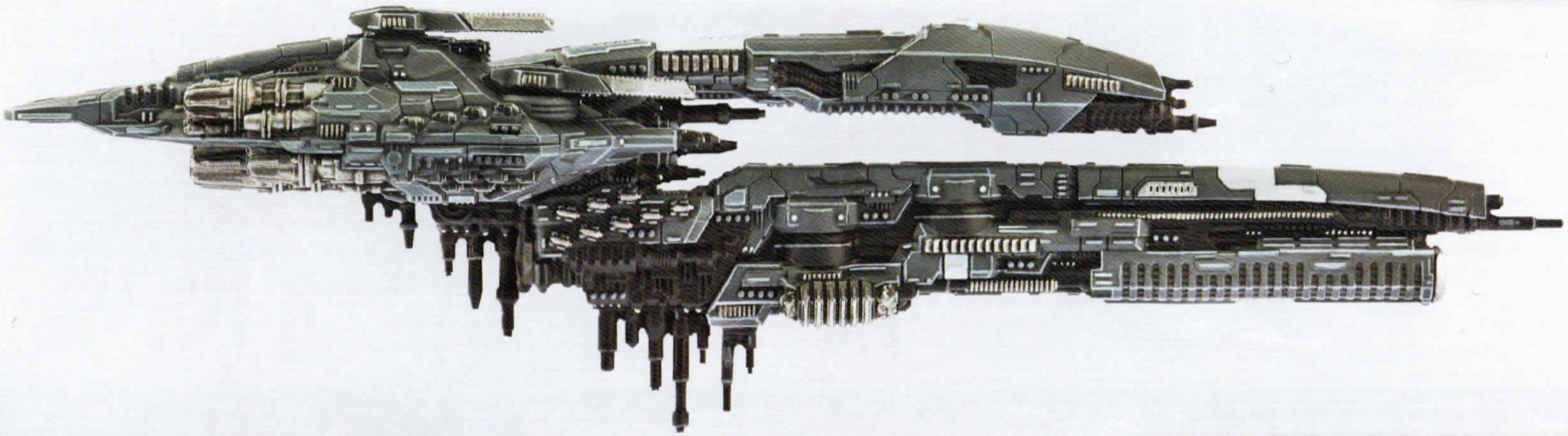
Height: 315m

Displacement:
9,609,000m$^3$

# AVALON / PERTH

## BATTLECRUISER

195 PTS



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| AVALON / PERTH | 6" | 6" | 8" | 14 | 3+ | 7 | 1 | H | RARE |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| UF-4200 MASS DRIVER TURRETS | 4+ | 4 | 1 | F/S(L) | |
| UF-4200 MASS DRIVER TURRETS | 4+ | 4 | 1 | F/S(R) | |
| VIPER SUPER-HEAVY LASER | 3+ | 4 | 1 | F(N) | BURNTHROUGH (8), FLASH, BLOOM |
| SHARK MISSILE BAYS | 4+ | D6+1 | 1 | F/S/R | CLOSE ACTION |

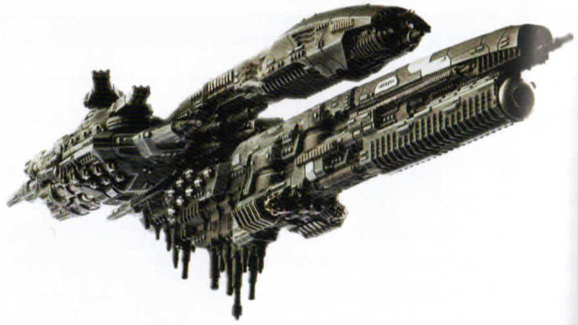
AVALON:

LENGTH: 1160M

BEAM: 301M

HEIGHT: 315M

DISPLACEMENT: 10,331,000M$^3$



**Famous ships of the class:** *Avalon* (Avalon class), *Vindicator, Enchantress, Liberty's Edge, Helena Bellaque* (Perth class)

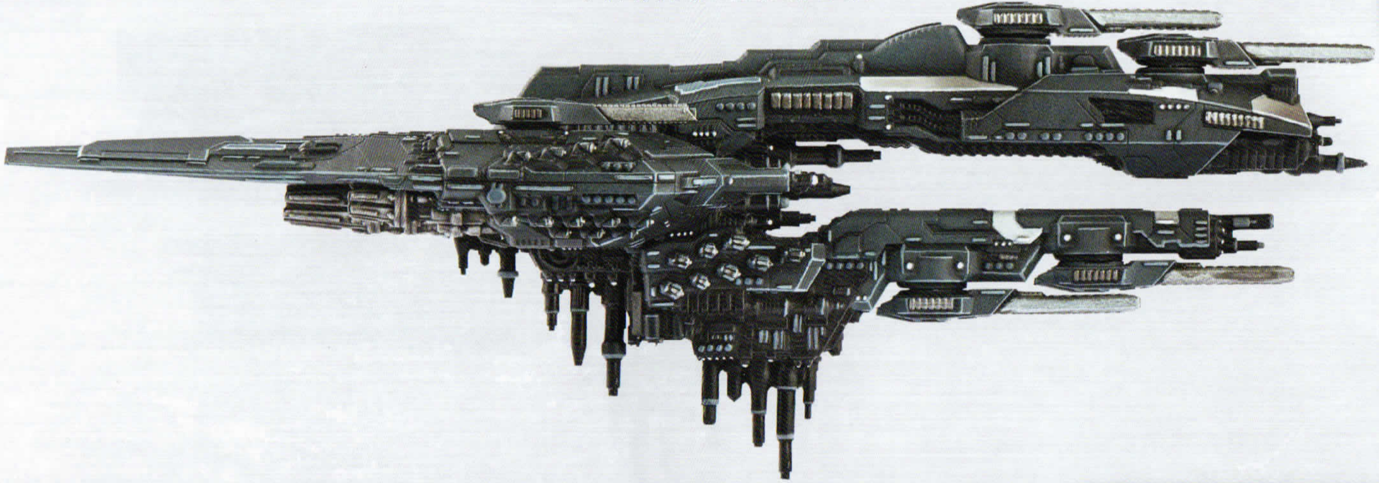
The UCMS *Avalon* was constructed as part of the battlecruiser testbed program as the UCMS *Atlantis'* sister ship. Launched 10 years into the program in 2649, she differed from her sister by replacing the primary mass diver turret battery with an enormous Viper super-heavy anti-ship laser, still one of the largest weapons ever to be mounted to a UCM ship. This colossal armament took up almost half the ship's length and was also a testbed in itself and the first of its kind. Capable of neatly slicing a cruiser in two, this weapon proved devastating if highly conspicuous when fired, necessitating careful use by a skilled captain.

At the conclusion of the battlecruiser testbed program, the Perth class was designed around an entirely new hull created for the specific requirements of battlecruisers. Much as with the Johannesburg, this class is more efficient in mass production and incorporates a range of improvements from a logistical perspective although is broadly equivalent in combat to its forbearer. As fleet engagements in the Reconquest shift from initial battle to hunter-killer operations, the value of battlecruisers will no doubt increase for the Admiralty and more cannot be built fast enough to satisfy demand.

# Moscow

## Heavy Cruiser

163 pts



| Name | Scan | Sig | Thrust | Hull | A | PD | G | T | Special |
|---|---|---|---|---|---|---|---|---|---|
| Moscow | 6" | 6" | 7" | 12 | 3+ | 5 | 1 | H | |

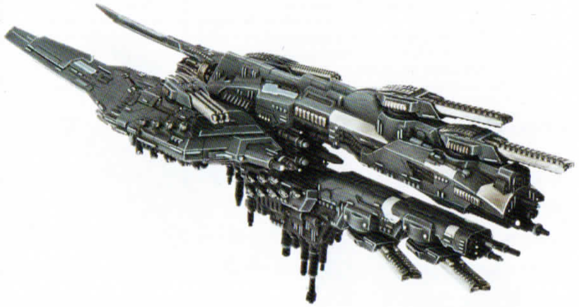
| Type | Lock | Attack | Damage | Arc | Special |
|---|---|---|---|---|---|
| UF-4200 Mass Driver Turret | 4+ | 2 | 1 | F/S(L) | |
| UF-4200 Mass Driver Turret | 4+ | 2 | 1 | F/S(R) | |
| UF-6400 Mass Driver Turrets | 3+ | 4 | 1 | F/S | |
| UF-6400 Mass Driver Turrets | 3+ | 4 | 1 | F/S | |
| Shark Missile bays | 4+ | D6+1 | 1 | F/S/R | Close Action |

**Famous ships of the class:** *General Grant, General Lee, Triumph, Dauntless, Rubicon*

The Moscow heavy cruiser builds on the proven Rio class with the addition of another pair of UF-6400 mass driver turrets and additional hull at the expense of speed. Almost as old as the Rio, the class has been in service with the UCMF for over forty years and has accumulated an illustrious service history. There are still few ships in the UCMF's arsenal that deliver such heavy and flexible firepower in a cruiser-sized package. Unfortunately, heavy cruisers have always required disproportionate resources to create, as systems designed for regular cruisers must be pushed to their limits or upgraded beyond their original specifications to cope.

All UCM heavy cruisers are desirable postings for up and coming captains who have already demonstrated promise in command of lesser ships and are usually seen as stepping stones to that greatest of prizes - the command of a mighty battleship. Indeed, the Moscow's UF-6400 armament actually exceeds that of a Beijing class battleship, making it a truly formidable opponent for all but the heaviest ships on the battlefield.

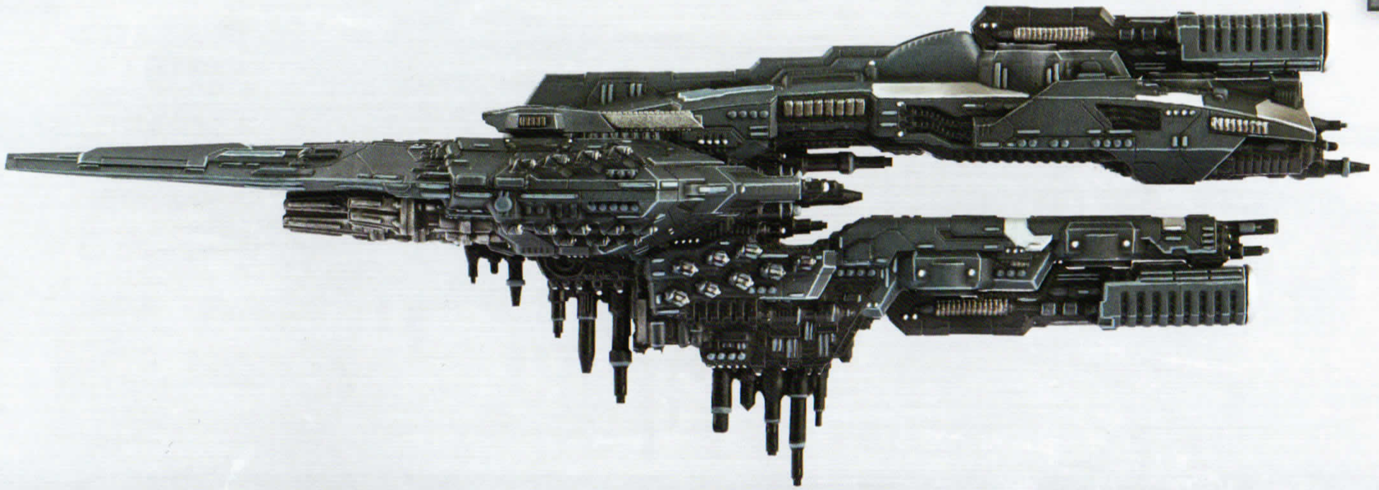
**Moscow:**
Height: 341m
Length: 960m
Displacement:
Beam: 301m
8,017,000m³



# ST PETERSBURG

## HEAVY CRUISER

155 PTS



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| ST PETERSBURG | 6" | 6" | 7" | 12 | 3+ | 5 | 1 | H | RARE |

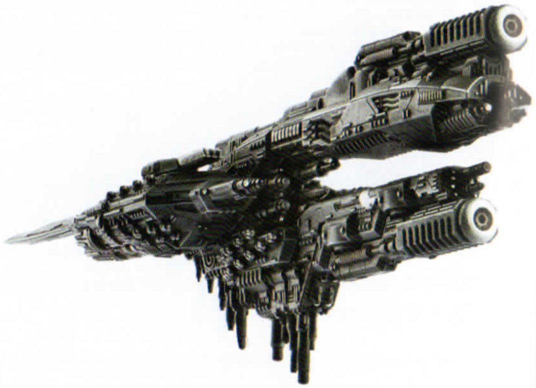
| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| UF-4200 MASS DRIVER TURRET | 4+ | 2 | 1 | F/S(L) | |
| UF-4200 MASS DRIVER TURRET | 4+ | 2 | 1 | F/S(R) | |
| COBRA HEAVY LASER | 3+ | 2 | 1 | F(N) | BURNTHROUGH (6), FLASH |
| COBRA HEAVY LASER | 3+ | 2 | 1 | F(N) | BURNTHROUGH (6), FLASH |
| SHARK MISSILE BAYS | 4+ | D6+1 | 1 | F/S/R | CLOSE ACTION |

**Famous ships of the class:** *St Petersburg, Arrow of Fire, Solar Fury, Astral Blade*

The St Petersburg is an experimental vessel currently entering limited service with the UCMF. As of 2672, 12 of these ships have been completed with a further 9 under construction. It utilises the familiar Moscow class as a base, but replaces its primary mass driver turrets with two Cobra anti-ship lasers. These intimidating weapons put extreme strain on its power cores (barely upgraded from cruiser level), making frequent maintenance and refits a necessity. However, this is a price more than worth paying for its devastating firepower. If the target is not sliced in half, it will be heated to extreme levels, making the by now stricken ship an easy target for other ships.

Only experienced captains are given command of such a ship and are usually accompanied by some of the most talented engineers in the fleet. Given the destructiveness of the weapons, the ship's officers are always keen to unleash them, causing almost as much damage to tech-brass relations aboard ship as to the enemy.

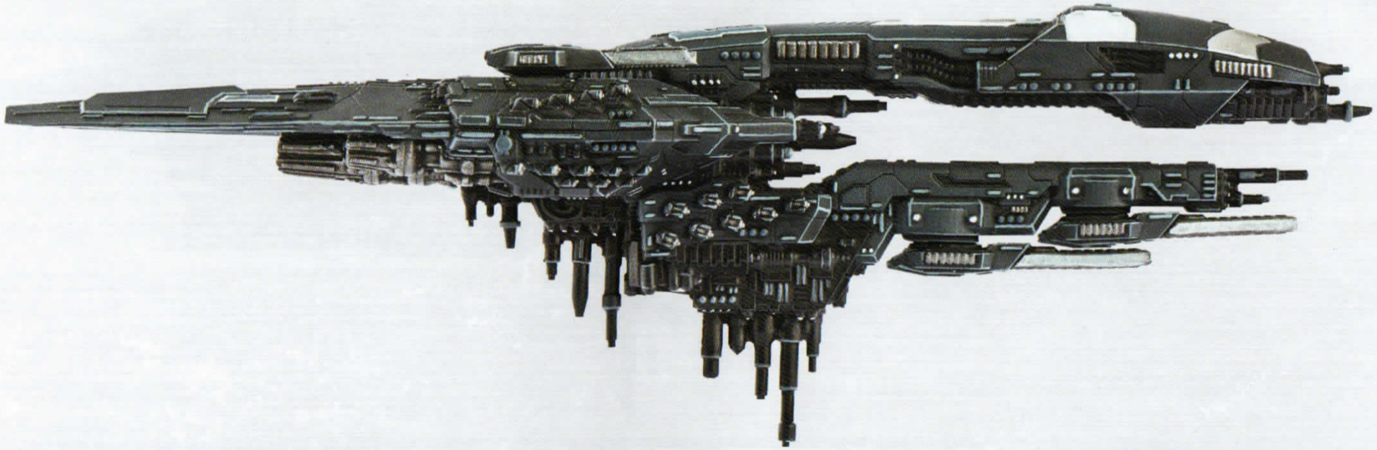
**ST PETERSBURG:**
LENGTH: 956M
BEAM: 301M
HEIGHT: 345M
DISPLACEMENT: 8,240,000M$^3$



# Rio

## Cruiser

105 pts



| Name | Scan | Sig | Thrust | Hull | A | PD | G | T | Special |
|---|---|---|---|---|---|---|---|---|---|
| Rio | 6" | 6" | 8" | 10 | 3+ | 5 | 1-2 | M | |

| Type | Lock | Attack | Damage | Arc | Special |
|---|---|---|---|---|---|
| UF-4200 Mass Driver Turret | 4+ | 2 | 1 | F/S(L) | |
| UF-4200 Mass Driver Turret | 4+ | 2 | 1 | F/S(R) | |
| UF-6400 Mass Driver Turrets | 3+ | 4 | 1 | F/S | |
| Shark Missile Bays | 4+ | D6+1 | 1 | F/S/R | Close Action |

**Famous ships of the class:** *Gaius Duilius, Constitution, Soldier of Fortune, Song of Hope*

The Rio class cruiser is the most common capital ship type in service with the UCMF in 2672, with 125 vessels currently in the register and several more under construction. It offers a good balance of speed and survivability, coupled with flexible firepower. Its many mass driver turrets are carefully placed to provide excellent traversable firepower, making it highly flexible in fluid, frontline operations where threats can come from multiple quarters.

This class has been the mainstay of the fleet's vanguard operations for many decades and has thus once been the command of many of the fleet's current Admirals. Some ships of this class are over fifty years old by this time and have accumulated accolades and personalities that most newer ships cannot match. Despite their venerable age, these older Rios have been performing admirably across the battlefields of the Reconquest, proving that their storied careers are far from over.

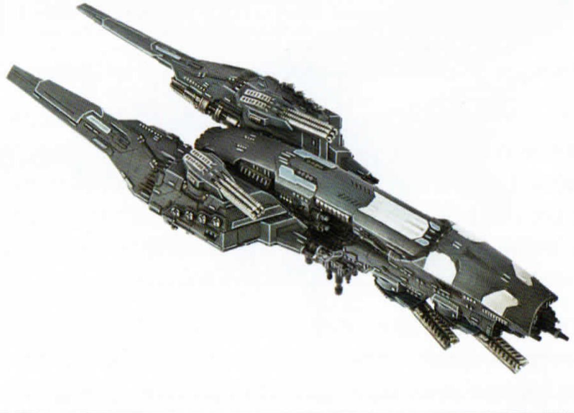
**Rio:**

Length: 956m

Beam: 301m

Height: 308m

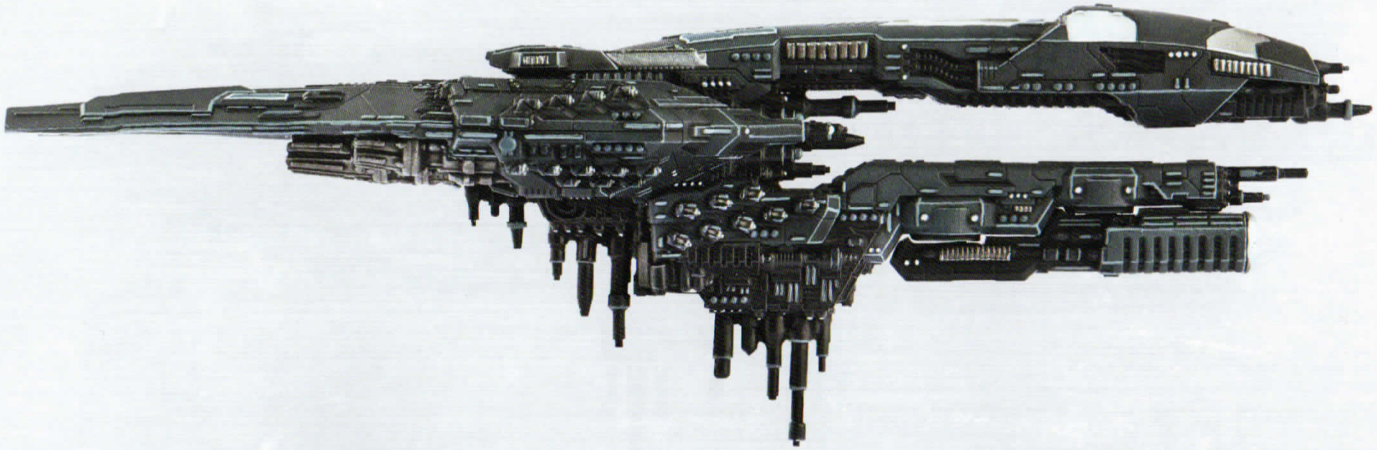
Displacement: 7,570,000m³



# BERLIN

## CRUISER

**105 PTS**



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| BERLIN | 6" | 6" | 8" | 10 | 3+ | 5 | 1-2 | M | |

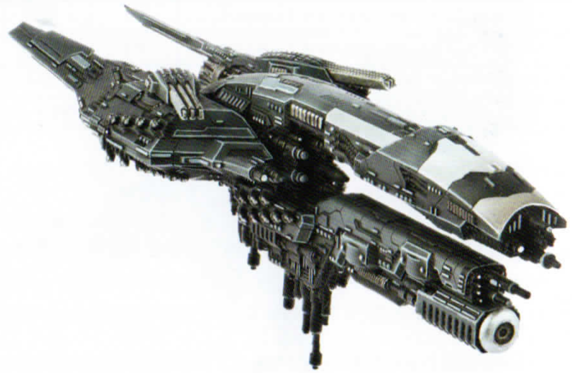
| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| UF-4200 MASS DRIVER TURRET | 4+ | 2 | 1 | F/S(L) | |
| UF-4200 MASS DRIVER TURRET | 4+ | 2 | 1 | F/S(R) | |
| COBRA HEAVY LASER | 3+ | 2 | 1 | F(N) | BURNTHROUGH (6), FLASH |
| SHARK MISSILE BAY | 4+ | D6+1 | 1 | F/S/R | CLOSE ACTION |

**Famous ships of the class:** *Aurora, Spear of Destiny, Surefire, Ardent*

The Berlin class cruiser was developed in the 2650's as the first cruiser-tonnage platform to bear the formidable Cobra anti-ship laser. This weapon had previously only been mounted on larger ships, where its colossal power requirements would be more manageable. With the constant advances in technology that characterises the build up to the Reconquest, it became possible to use the weapon on smaller ships. The marriage of the Cobra and a more agile hull proved highly effective and the Berlin class quickly became a mainstay of the fleet, although demand from the Admiralty has always outstripped supply from Niccolum's shipyards.

The Berlin is a highly effective vanguard unit, capable of taking significant punishment while responding with a range of weapons systems against multiple threats. The Cobra laser itself is most often employed against high value assets where its focused devastation can prove decisive. The weapon also has the useful side-effect of heating the hull of the target ship, making it far easier for the rest of the fleet to achieve accurate target locks.

**BERLIN:**
LENGTH: 956M
BEAM: 301M
HEIGHT: 308M
DISPLACEMENT: 7,682,000M$^3$



# MADRID

## CRUISER

**79 pts**

| Name | Scan | Sig | Thrust | Hull | A | PD | G | T | Special |
|---|---|---|---|---|---|---|---|---|---|
| Madrid | 6" | 6" | 8" | 10 | 3+ | 5 | 1-2 | M | |

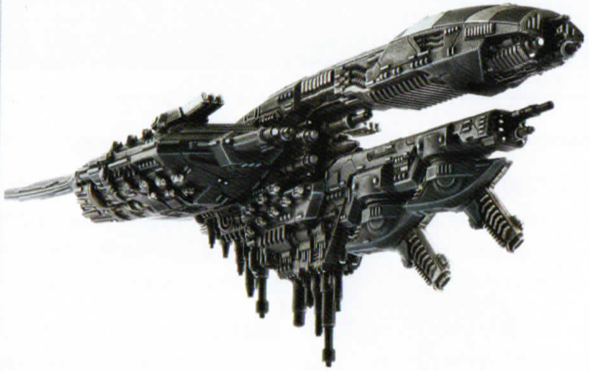
| Type | Lock | Attack | Damage | Arc | Special |
|---|---|---|---|---|---|
| UF-4200 Mass Driver Turret | 4+ | 2 | 1 | F/S(L) | |
| UF-4200 Mass Driver Turret | 4+ | 2 | 1 | F/S(R) | |
| UF-B-8000 Bombardment Turrets | 2+ | 6 | 1 | F/S/R | Bombardment |
| Shark Missile Bays | 4+ | D6+1 | 1 | F/S/R | Close Action |

**Famous ships of the class:** *Punisher, Righteous Revenge, Death's Shadow, Hammer of Justice*

The Madrid class cruiser has long been an essential part of the UCM's Reconquest plan since the first hull was laid down in 2642. This class is the most common capital ship in the UCMF dedicated to the orbital bombardment role – a crucial component in any planetary assault. Its primary armament is a pair of turreted UF/B-8000 bombard cannons - massive calibre conventional weapons capable of hurling heavy shells towards a planet's surface to inflict biblical damage on ground targets. These weapons are also surprisingly crude and thus inexpensive to produce which is vital, since the UCM is always in need of their services.

While it also carries some ship-to-ship weapons, the Madrid requires close protection against enemy vessels above frigate tonnage since its bombardment cannons are useless against void targets. In its intended role, the Madrid can level whole districts in minutes by accurately targeting key areas while leaving the majority of the city intact for later capture. The captaincy of such a vessel is not for the faint hearted or those with a classical sense of honour, who would surely blanch at the idea of visiting ruin on hapless multitudes from orbit.

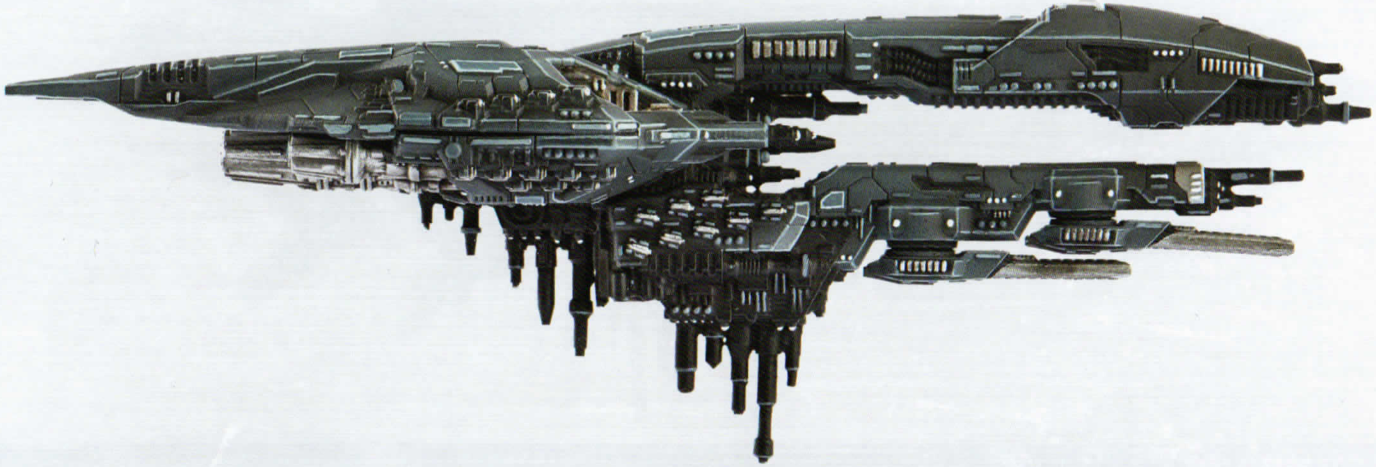
**Madrid:**
Length: 956m
Beam: 301m
Height: 308m
Displacement: 7,619,000$m^3$



# SEATTLE

## FLEET CARRIER

132 PTS



| Name | Scan | Sig | Thrust | Hull | A | PD | G | T | Special |
|---|---|---|---|---|---|---|---|---|---|
| Seattle | 6" | 6" | 8" | 10 | 3+ | 5 | 1 | M | Launch |

| Type | Lock | Attack | Damage | Arc | Special |
|---|---|---|---|---|---|
| UF-6400 Mass Driver Turrets | 3+ | 4 | 1 | F/S | |
| Shark Missile Bays | 4+ | D6+1 | 1 | F/S/R | Close Action |

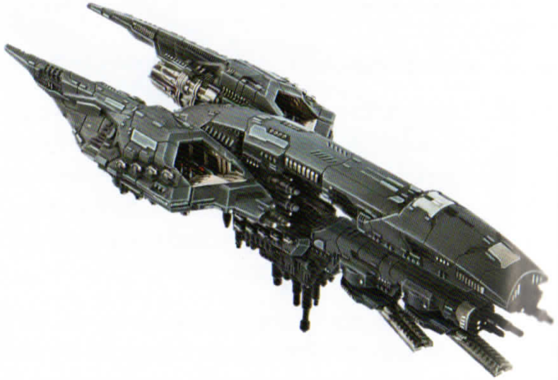
| Load | Launch | Special |
|---|---|---|
| Fighters & Bombers | 3 | |

**Famous ships of the class:** *Ark Royal, Midway, Enterprise, Waning Tide*

The Seattle class is multi-role cruiser tonnage carrier for void-capable fighters and bombers. Its capacious hangars accommodate a large number of these nimble strike craft while the ship itself is armed with four UF-6400 mass drivers in a pair of turrets for direct ship-ship engagements. These characteristics make the Seattle a flexible and valuable asset in almost any engagement despite its lower launch capacity compared to some of the more dedicated carriers of other races.

As a fleet carrier, the Seattle is often positioned towards the rear of the battle, where its strike craft can support the main formation while it stays clear of the engagement. However, since it sports reasonable anti-ship firepower and launch assets have low power requirements, it is possible for the Seattle to use both while conducting advanced manoeuvres. This makes the Seattle a potent tool in the hands of a skilled captain whose carefully directed aggression and quick thinking are rewarded with disproportionate damage to the enemy.

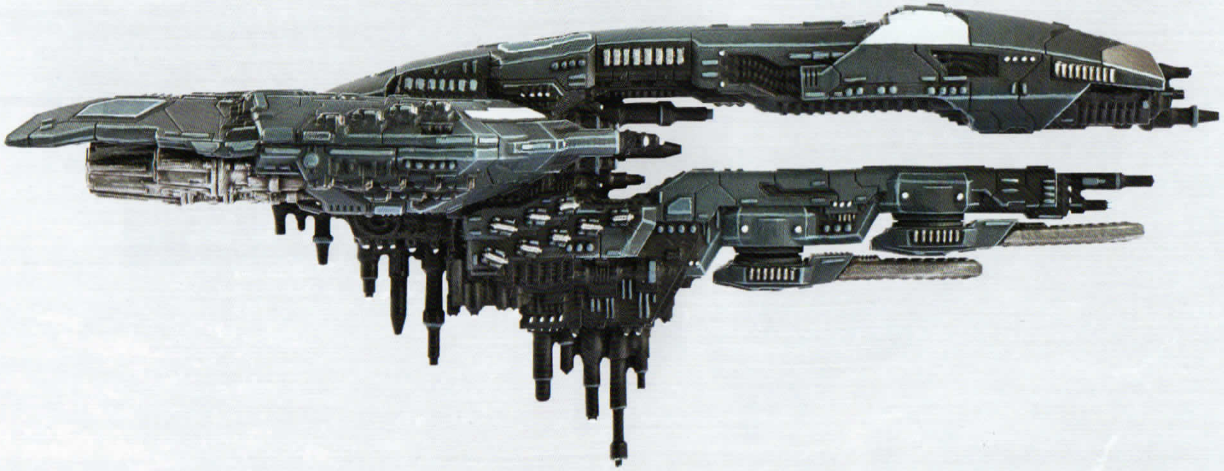
**SEATTLE:**
LENGTH: 899M
BEAM: 301M
HEIGHT: 308M
DISPLACEMENT: 7,382,000$M^3$



# Osaka

## Light Cruiser

86 pts



| Name | Scan | Sig | Thrust | Hull | A | PD | G | T | Special |
|---|---|---|---|---|---|---|---|---|---|
| Osaka | 6" | 6" | 10" | 8 | 4+ | 5 | 2-3 | M | |

| Type | Lock | Attack | Damage | Arc | Special |
|---|---|---|---|---|---|
| UF-6400 Mass Driver Turrets | 3+ | 4 | 1 | F/S | |
| Barracuda Missile Bays | 4+ | 2 | 1 | F/S/R | Close Action |

**Osaka:**
Length: 816m
Beam: 301m
Height: 308m
Displacement:
7,191,000m$^3$

**Famous ships of the class:** *Paladin, Dire Wolf, Belfast II, Wakizashi*

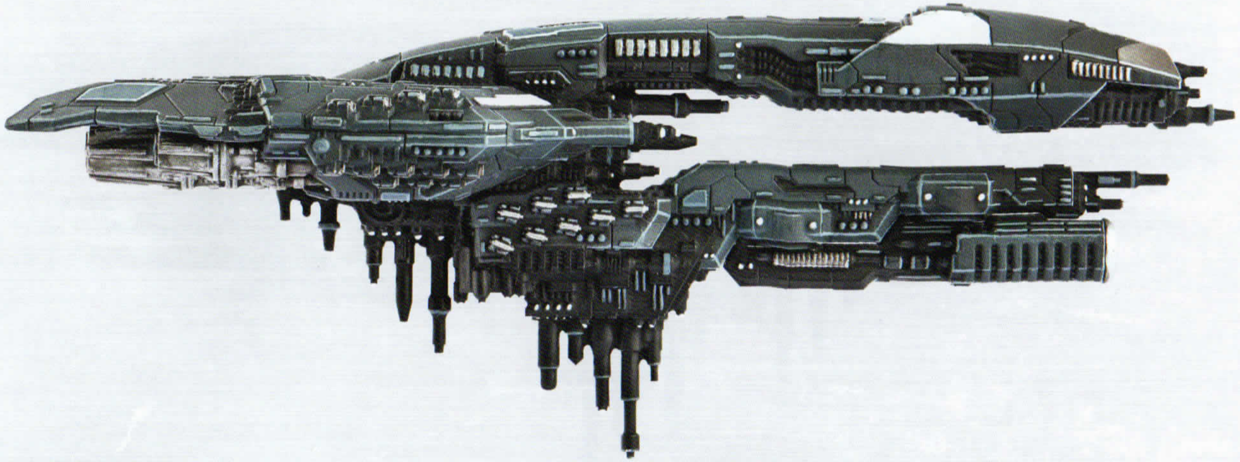
The Osaka class is the standard light cruiser of the UCMF, designed for aggressive strike operations and flanking raids. In combat involving advanced manoeuvres, the class can deliver a mass driver firepower equivalent of the heavier Rio class while offering superior speed and cost effectiveness. However, the Osaka cannot match it in more stable situations where the Rio's full firepower can be unleashed. As such, Admirals are instructed to exploit this class' strength while acknowledging its weaknesses, including its limited close action capabilities compared to full cruisers and its lighter hull.

Captains graduating from a frigate-level command often prefer light cruisers such as the Osaka as many of the same combat principles apply and the access to high combat speed remains. Indeed, Osakas are normally deployed in squadrons where they can support each other in battle, since by necessity they often operate away from the main fleet.

# NEW CAIRO

## LIGHT CRUISER

**88 PTS**



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| NEW CAIRO | 6" | 6" | 10" | 8 | 4+ | 5 | 2-3 | M | |

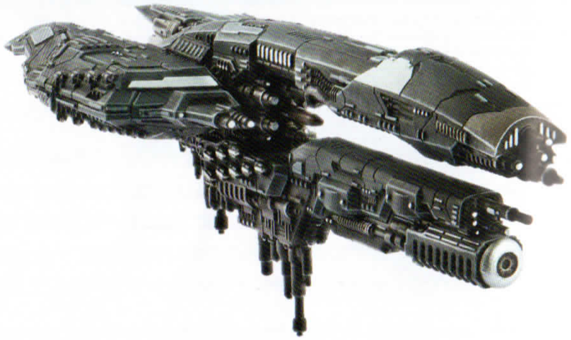
| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| COBRA HEAVY LASER | 3+ | 2 | 1 | F(N) | BURNTHROUGH (6), FLASH |
| BARRACUDA MISSILE BAYS | 4+ | 2 | 1 | F/S/R | CLOSE ACTION |

**Famous ships of the class:** *Sunstar, Excalibur, True Arrow, Firebrand*

The New Cairo class light cruiser is a recent development of the Osaka class that only entered service in 2669, making it one of the newest types in the UCMF. The New Cairo is armed with a single Cobra heavy laser, a powerful weapon capable of cutting to the core of an enemy capital ship and more than capable of slicing a frigate in half in a single burn. However, its utility is limited to a narrow arc in front of the ship, making the New Cairo an even more focused tool than the Osaka in an Admiral's arsenal. Primarily, it excels at hunter-killer missions against priority targets where it can use its superior combat speed to attain a firing position. Much like other light cruisers, the New Cairo is less effective in general engagements or in the heart of the battle, where its lack of flexible firepower is telling.

New Cairos tend to attract captains with a focused zeal on the mission at the expense of all surrounding distractions, verging on the single-minded. A ridged adherence to orders coupled with aggression is also essential as these attack dogs must strike decisively and quickly if they are to prevail in the maelstrom of combat.

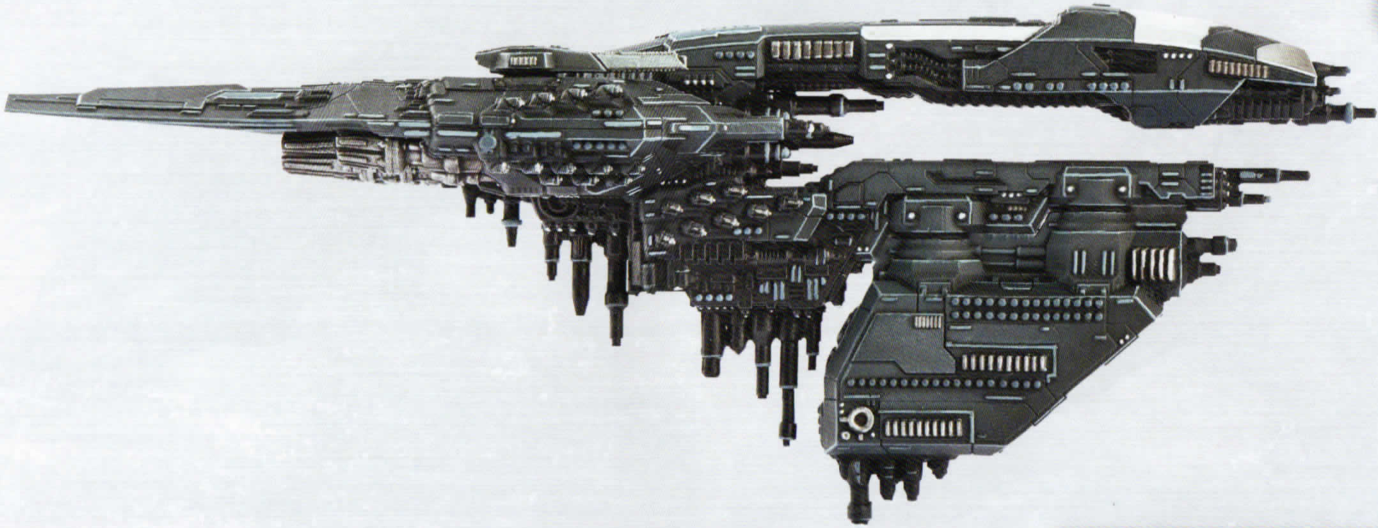
**NEW CAIRO:**
LENGTH: 816M
BEAM: 301M
HEIGHT: 308M
DISPLACEMENT:
7,302,000M$^3$



# SAN FRANCISCO

## TROOPSHIP

111 PTS

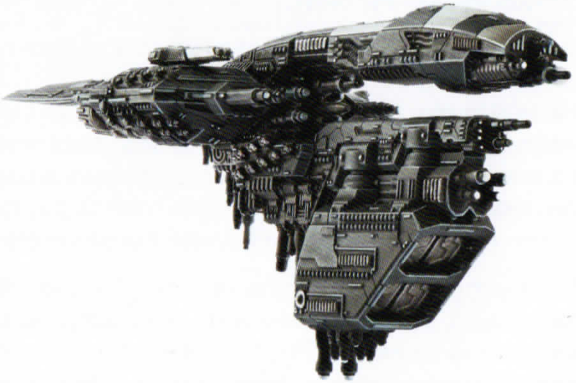


| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| SAN FRANCISCO | 6" | 6" | 8" | 10 | 3+ | 5 | 1 | M | LAUNCH |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| UF-4200 MASS DRIVER TURRET | 4+ | 2 | 1 | F/S(L) | |
| UF-4200 MASS DRIVER TURRET | 4+ | 2 | 1 | F/S(R) | |
| BARRACUDA MISSILE BAYS | 4+ | 2 | 1 | F/S/R | CLOSE ACTION |

| LOAD | LAUNCH | SPECIAL |
|---|---|---|
| BULK LANDER | 2 | |

**SAN FRANCISCO:**
LENGTH: 956M
BEAM: 301M
HEIGHT: 368M
DISPLACEMENT:
9,588,000M$^3$



**Famous ships of the class:** *Warbringer, Ark of Ferrum, Sanctuary, Conqueror*

The San Francisco is the UCM's primary means of getting massive troop concentrations planetside. While strike carriers such as the New Orleans utilise dropships in tactical assaults against hardened targets, they cannot deliver the sheer numbers of troops needed in planetary conquest. Troopships instead utilise bulk landers to drop thousands of men direct from orbit. While more efficient than strike carriers, troopships are best utilised away from enemy ships since they cannot operate in the relative safety of atmosphere.

Vessels of the class can accommodate around 25,000 troops and support staff for protracted operations or briefly up to 60,000 in cramped conditions, such as during the opening day/s of full planetary invasions. A San Francisco's bulk landers can also deliver payloads too large for dropships, such as ground batteries, making them essential for fortifying captured or unoccupied ground.

# TOULON

## FRIGATE

35 PTS

LENGTH: 588M
DISPLACEMENT: 2,026,000M³

| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| TOULON | 6" | 3" | 10" | 4 | 4+ | 3 | 2-4 | L | |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| UF-2200 MASS DRIVER TURRET | 4+ | 3 | 1 | F/S | |
| BARRACUDA MISSILE BAYS | 4+ | 2 | 1 | F/S/R | CLOSE ACTION |

**Famous ships of the class:** *Drake, Levant, Constellation, Titania Sunrise*

The Toulon class frigate is the standard combat frigate of the UCMF and has been for many years. This class has been the first command of many successful captains, making it an ideal posting for the young and ambitious. It was the first class to use the familiar hull design now utilised in most colonial frigates and has been perfected over many decades. It is a dependable, cost effective vessel with reasonable firepower for its size and is more than capable of taking on its equivalents in enemy fleets. When deployed in numbers this unglamorous class can take on the largest of opponents.

The Toulon is armed with nine UF-2200 'Foe Hammer' mass drivers in triple turret configuration, giving it excellent all round targeting capability and flexibility. These turrets are standard on almost all UCM frigates, offering excellent dependability and common parts, following the efficient design doctrine of the Colonies. The UCMF has close to 400 of these mainstay ships in its register, making it an essential part of the Colonial Fleet for many years to come.

# TAIPEI

## MISSILE FRIGATE

39 PTS

LENGTH: 588M
DISPLACEMENT: 2,063,000M³

| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| TAIPEI | 6" | 3" | 10" | 4 | 4+ | 3 | 2-6 | L | |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| UF-2200 MASS DRIVER TURRET | 4+ | 1 | 1 | F/S | |
| PIRANHA MISSILE TURRETS | 4+ | D6+4 | 1 | F/S | CLOSE ACTION |

**Famous ships of the class:** *Surprise, Undaunted, Assasin's Blade, Blackjack*

The Taipei class missile frigate is a dedicated close assault vessel, designed for first wave attacks, flanking operations and supply interdiction missions. The class excels at bringing firepower to bear that belies its small size at the expense of range. As such, the Taipei must use its superior speed to attain close action range before it can strike with the full force of its Piranha missile system. Its attacks can be blocked by point defence so this class is most potent as a pack hunter, where the sheer volume of munitions can overcome these measures. It is also adept at hunting smaller vessels and non-combat ships, which often feature inferior point defence capabilities.

Such an offensive mission profile clearly suits the bravest of captains who are ready to take risks and happy to operate far from the main fleet. Such attributes are necessary as regrettably, survival rates for the Taipei class are among the worst of all UCMF ships. The repair docks of Niccolum are littered with Taipei's sporting horrific damage that have limped back to safety in defiance of all odds.

# JAKARTA

## AEGIS FRIGATE

32 PTS

LENGTH: 588M

DISPLACEMENT: 2,044,000M³

| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| JAKARTA | 6" | 3" | 10" | 4 | 4+ | 3 | 1-4 | L | AEGIS (6) |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| UF-2200 MASS DRIVER TURRET | 4+ | 1 | 1 | F/S | |
| BARRACUDA MISSILE BAYS | 4+ | 2 | 1 | F/S/R | CLOSE ACTION |

**Famous ships of the class:** *Aegis, Shield of Ferrum, Congress, Noble Squire*

The Jakarta class aegis frigate was designed solely for close protection and escort missions around larger ships. While it is equipped with minimal offensive firepower, its real value comes from an impressive array of Aegis-V point defence lasers that equal those on much larger vessels. Crucially, the Jakarta can lend this protection to other ships, guarding them from enemy close action fire and bomber attack. As a high speed frigate, this shield can be directed to where it's needed, increasing efficiency and reducing redundancy. Since Scourge close action weapons are frighteningly effective, the development of this class was a priority from the early planning stages of the Reconquest.

Jakartas tend to attract solid, reliable captains that prefer to work towards the greater good with the minimum of self-aggrandisement. This is just as well, as opportunities for personal glory are few and far between on such a defensively-oriented class. However, the Admiralty recognises these qualities in a ship's captain and after a few tours, such leaders may graduate to the command of a troopship or a high level posting in logistics, where a level-headed team player is prized above any firebrand.

# LIMA

## FRIGATE

37 PTS

LENGTH: 588M

DISPLACEMENT: 1,928,000M³

| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| LIMA | 6" | 3" | 10" | 4 | 4+ | 3 | 1-2 | L | DETECTOR, OUTLIER, RARE |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| UF-2200 MASS DRIVER TURRET | 4+ | 1 | 1 | F/S | |
| BARRACUDA MISSILE BAYS | 4+ | 2 | 1 | F/S/R | CLOSE ACTION |

**Famous ships of the class:** *Pharos, Guiding Light, Nostradamus, Virgil*

The Lima class frigate is equipped with an extremely potent electronic warfare suite and detector array. Its highly focused mission parameters revolve around active scanning the engagement zone for enemy presence and assisting in accurate target acquisition for the main fleet. The presence of Lima's in a UCM formation can increase the effective range of the entire fleet, providing the crucial opportunity of hitting first.

Unfortunately, these systems proved costly and slow to produce during the Lima's construction, greatly limiting the numbers available at the launch of the Reconquest. As of 2672, only 97 are in the register, making it a precious asset given its usefulness. Admirals are under orders to preserve these ships as much as possible and are usually given limited access to the class. Fortunately, it operates best from the rear of any fleet action, giving it a good chance of survival in most engagements.

# NEW ORLEANS

STRIKE CARRIER **32 PTS**

LENGTH: 564M
DISPLACEMENT: 1,777,000M$^3$

| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| NEW ORLEANS | 6" | 3" | 10" | 4 | 4+ | 3 | 1-2 | L | ATMOSPHERIC, LAUNCH, OPEN |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| UF-2200 MASS DRIVER TURRET | 4+ | 1 | 1 | F/S | |
| BARRACUDA MISSILE BAYS | 4+ | 2 | 1 | F/S/R | CLOSE ACTION |

| LOAD | LAUNCH | SPECIAL |
|---|---|---|
| DROPSHIPS | 1 | |

**Famous ships of the class:** *Avenger, Aurum's Grace, Ocean, Everblade*

The New Orleans class strike carrier is a first wave planetary assault vessel designed to deliver ground troops to hot combat zones. The class is a mainstay of almost all UCM fleets and is one of the most common vessels of frigate tonnage to see service in the Reconquest, with almost a thousand operational by 2672. It is a relatively new class as its specifications were laid down late in the development of the UCM military machine to allow for the designs for its cargo to fully mature.

The New Orleans' formidable payload of armoured units and mechanised infantry are deployed by agile dropships, making it ideally suited to fluid, early stage combat operations where heavy enemy action is anticipated. It is one of the largest vessels the UCM has that is capable of atmospheric operations – an essential feature as most UCM dropships cannot operate in the void and must be deployed in atmosphere.

# SANTIAGO

CORVETTE **22 PTS**

| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| SANTIAGO | 6" | 2" | 14" | 2 | 5+ | 2 | 1-3 | L | ATMOSPHERIC, OUTLIER |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| STINGRAY MISSILE BAYS | 4+ | 3 | 1 | F/S/R | AIR TO AIR, CLOSE ACTION |

**Famous ships of the class:** *Jolly Roger, Queen Anne's Revenge, Flying Dragon, Golden Hind*

The Santiago class corvette is a small, atmospheric-capable vessel of sub-frigate tonnage. These nimble, fast ships were designed for a single purpose - hunting down enemy atmospheric fleet assets. They are armed with a potent array of air-to-air missiles, utterly lethal to the frigate sized vessels that are its favourite prey. In particular, strike carriers and their precious cargo are prime targets since these strategically vital ships are shielded from the majority of enemy fire while operating in atmosphere.

Santiagos are favoured by the most aggressive captains fresh from Niccolum's Naval Academy. Atmospheric combat is not for the faint of heart as it must be fought only at close range where the small Santiago is always vulnerable to return fire. The uniquely challenging nature of these operations is a fiery crucible from which many budding captains do not return, but those that do are often destined for greatness in the future.

# ASSETS & ADMIRALS

| | TORPEDOES | | | |
|---|---|---|---|---|
| | THRUST | ATTACK | LOCK | DAMAGE |
| UCM | 9" | 1 | 2+ | 6 |

| | FIGHTERS |
|---|---|
| | THRUST | POINT DEFENCE BONUS |
| UCM | 20" | +3 |

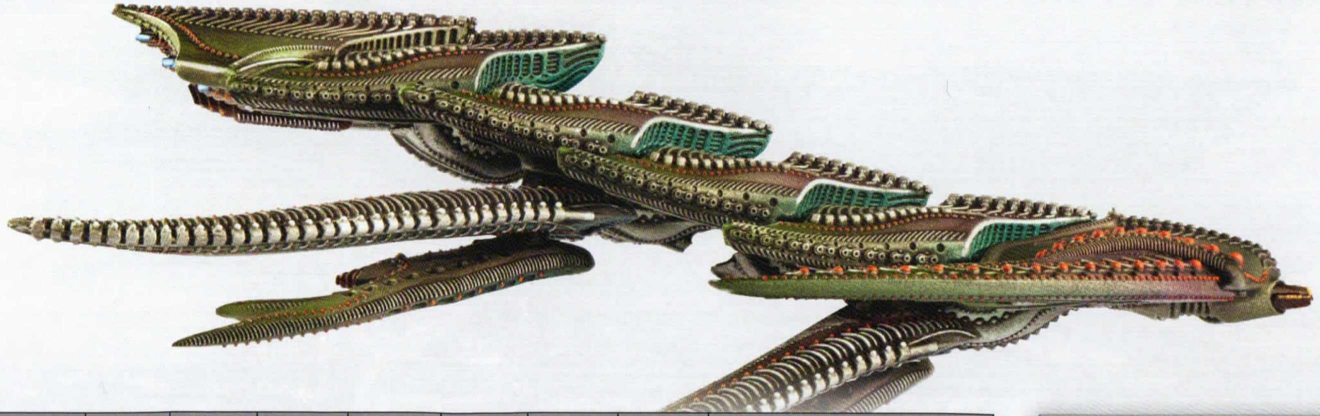
| | BOMBERS | | | |
|---|---|---|---|---|
| | THRUST | ATTACK | LOCK | DAMAGE |
| UCM | 12" | 2 | 3+ | 1 |

| ADMIRAL | AV | ALLOWED | PTS |
|---|---|---|---|
| UCM CAPTAIN | 2 | S/C/B | 20 |
| UCM COMMODORE | 3 | S/C/B | 40 |
| UCM VICE-ADMIRAL | 4 | C/B | 80 |
| UCM ADMIRAL | 5 | C/B | 100 |
| UCM ADMIRAL OF THE FLEET | 6 | B | 140 |

# DAEMON

## BATTLESHIP

260 PTS



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| DAEMON | 8" | 14" | 8" | 18 | 3+ | 12 | 1 | S | |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| OCULUS BEAM ARRAY | 3+ | 2 | 2 | F | SCALD |
| OCULUS BEAM PHALANX | 3+ | 3 | 2 | F/S (L) | SCALD |
| OCULUS BEAM PHALANX | 3+ | 3 | 2 | F/S (R) | SCALD |
| FURNACE CANNONS | 4+ | 4 | 1 | F (N) | ALT-1 SCALD, BURNTHROUGH (8) |
| FURNACE CANNONS | 2+ | 2 | 1 | F (N) | ALT-1, SCALD, BURNTHROUGH (4), FLASH |
| PLASMA CYCLONE | 2+ | D6+2 | 1 | F/S/R | CLOSE ACTION, SCALD |

**Infamous ships of the class:** *Ancient Abyss, Gorebringer, Last Sight of Gomorrah, Chasm of Hope*

The Deamon class battleship and its sister class the Dragon are undoubtedly the oldest designs of starship still in service with the Scourge navy, behind the rarely seen Super Dreadnoughts. Their segmented hulls and undulating forms are quite different from most modern Scourge ships and the extent of their pitting, battle scars and general aging have resulted in dating estimates of between 500 and 2000 years old for some examples. The disturbingly organic prow of the Daemon class is laced with oculus weapons and tipped with a pair of furnace cannons, making these veteran slaughterers among the most potent ships the hated aliens have to throw at mankind.

Interestingly, not a single newer example of either class has been sighted, leading naval planners to proclaim that the Scourge have lost the capability to build these leviathans of the void - wishful thinking perhaps. What does seem true is that destroyed examples are not replaced, indicating that these mighty vessels are a finite resource to the enemy, explaining why they are only unleashed in the most dire of circumstances when only their relentless firepower can shatter all opposition.

**DAEMON:**

LENGTH: 1,099M

BEAM: 716M (VARIABLE)

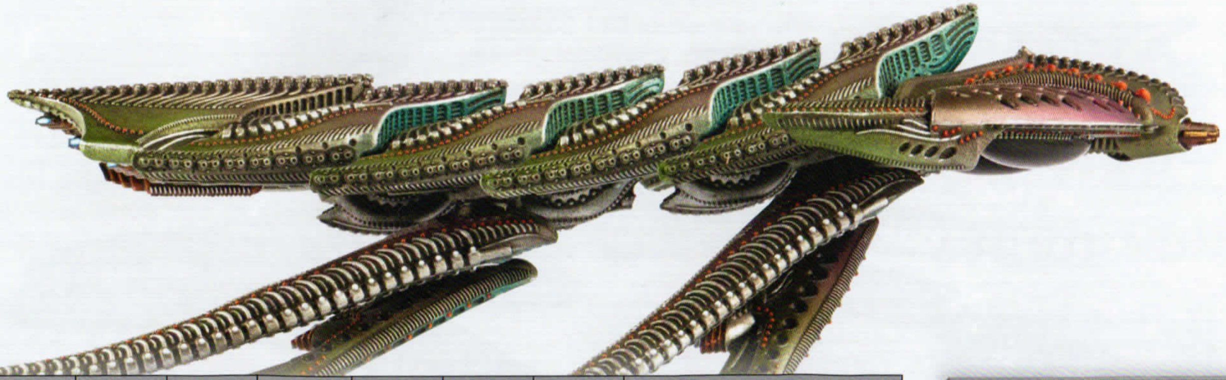
HEIGHT: 439M (VARIABLE)

DISPLACEMENT: 25,146,000M$^3$

# DRAGON

## BATTLESHIP

**265 pts**



| Name | Scan | Sig | Thrust | Hull | A | PD | G | T | Special |
|---|---|---|---|---|---|---|---|---|---|
| Dragon | 8" | 14" | 8" | 18 | 3+ | 12 | 1 | S | Launch |

| Type | Lock | Attack | Damage | Arc | Special |
|---|---|---|---|---|---|
| Oculus Beam Array | 3+ | 2 | 2 | F | Scald |
| Furnace Cannons | 4+ | 4 | 1 | F (N) | Alt-1 Scald, Burnthrough (8) |
| Furnace Cannons | 3+ | 2 | 1 | F (N) | Alt-1, Scald, Burnthrough (4), Flash |
| Plasma Cyclone | 2+ | D6+2 | 1 | F/S/R | Close Action, Scald |

| Load | Launch | Special |
|---|---|---|
| Torpedo | 1 | L1, Corruptor |
| Torpedo | 1 | L1, Corruptor |
| Fighters & Bombers | 3 | |

**Infamous ships of the class:** *Unending Malice, Grudgebearer, Despair Incarnate, Primordial*

Similar to its cousin the Daemon, the Dragon class battleship is a truly ancient behemoth that has weathered the centuries to visit devastation and misery on countless subjugated races. While the Daemon is equipped solely with conventional ship-to-ship weapons, the Dragon includes a pair of cavernous hangar bays, lairs for roosting fighters and bombers. It also carries a pair of enormous Scourge torpedoes - capital ship killing superweapons against which there is little defence save fleeing the Dragon's inexorable advance.

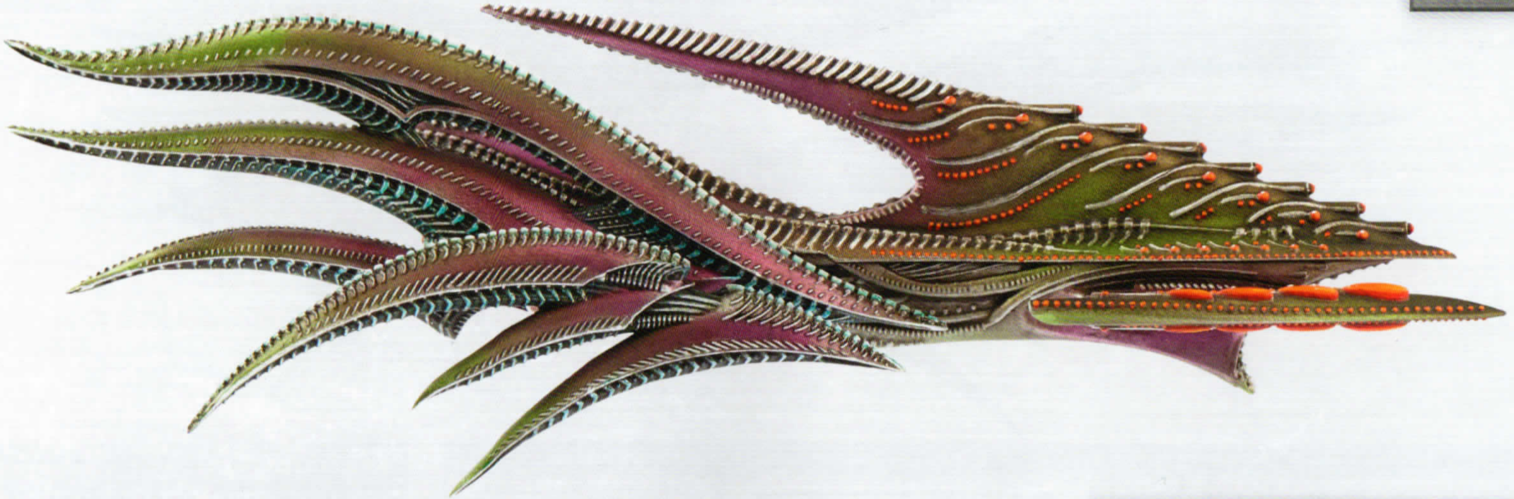
These factors make the Dragon one of the most unpredictable and dangerous threats in the Scourge navy, since it can visit death to the enemy through a variety of lethal means as well as granting protection to its allies. Dragons are typically deployed in the centre of the Scourge vanguard where they can exact terrible punishment on the enemy, as they have doubtless been doing for many centuries before mankind even reached for the cosmos. The mere fact of their continued existence is a testament to the resilience and potency of these most venerable void predators.

**Dragon:**
Length: 1,099m
Beam: 716m (variable)
Height: 439m (variable)
Displacement:
26,045,000m³

# BASILISK / AKUMA

## BATTLECRUISER

**205 PTS**



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| BASILISK / AKUMA | 6" | 8" | 10" | 14 | 4+ | 8 | 1 | H | STEALTH, FULL CLOAK |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| OCULUS BEAM ARRAY | 3+ | 2 | 2 | F | SCALD |
| OCULUS BEAM PHALANX | 3+ | 3 | 2 | F/S (L) | SCALD |
| OCULUS BEAM PHALANX | 3+ | 3 | 2 | F/S (R) | SCALD |
| PLASMA STORM | 3+ | D6+2 | 1 | F/S/R | SCALD, CLOSE ACTION |

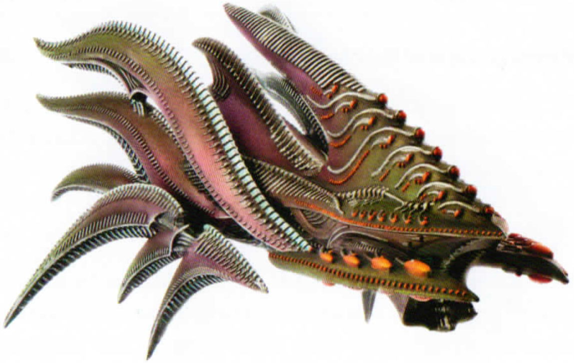
**BASILISK:**

LENGTH: 1,086M

BEAM: 401M (VARIABLE)

HEIGHT: 370M (VARIABLE)

DISPLACEMENT: 10,042,000M$^3$



**Infamous ships of the class:** *Earthbane, Karin's Demise (Basilisk class), Maleficent, Blackheart, Beckoning Void (Akuma class)*

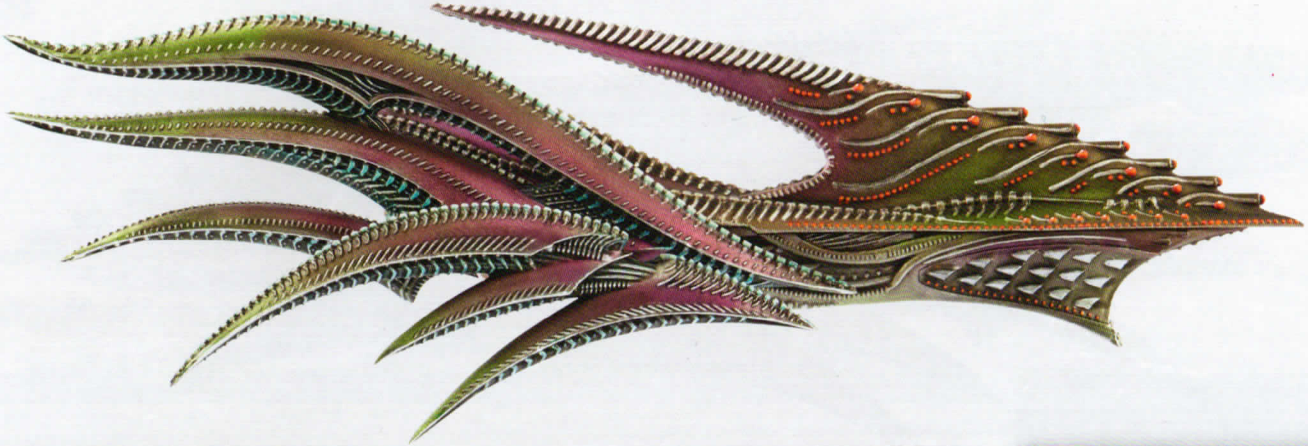
The Basilisk is likely one of the oldest types of Scourge cruiser-based ships in service with the enemy. During the original Scourge invasion, they were feared above all other threats due to their combination of speed, heavy firepower and ability to mask their own energy spikes. The last attribute is the most crucial, enabled by its massive cloaking crest - the most effective of its kind in the Scourge navy. These qualities made the class the preeminent cause of civilian shipping loss, mostly unfortunate souls fleeing the carnage or poorly defended supply vessels, annihilated far too quickly for any response. This mission profile was highly effective and possibly an inspiration for the UCMF's battlecruiser program.

Recently, examples of the Basilisk are increasingly rare, replaced by a new and equally deadly type known as the Akuma. This class has been recently favoured by Scourge shipwrights over the older design. Most likely, it is simply more efficient to produce and operate, incorporating advancements the aliens have made in recent centuries.

# MANTICORE / BANSHEE

### BATTLECRUISER

190 PTS



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| MANTICORE / BANSHEE | 6" | 8" | 10" | 14 | 4+ | 8 | 1 | H | STEALTH, FULL CLOAK, LAUNCH |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| OCULUS BEAM ARRAY | 3+ | 2 | 2 | F | SCALD |
| PLASMA TEMPEST | 3+ | 2D6+4 | 1 | F/S | SCALD, CLOSE ACTION |

| LOAD | LAUNCH | SPECIAL |
|---|---|---|
| TORPEDO | 1 | L1, CORRUPTOR |

**Infamous ships of the class:** *Shadow of Mercury, Flowing Oil (Manticore class), Wrathchild, Dark Scion, Nosferatu (Banshee class)*

In a similar vein to its cousin the Basilisk, the Manticore is an older (but no less dangerous) type of Scourge battlecruiser currently being phased out in favour of a newer equivalent design, in this case the dreaded Banshee. Both types feature an awesomely potent cloaking crest, making it virtually impossible for them to register energy outputs to enemy scanners. This allows them to unleash their considerable firepower and manoeuvre violently with no negative consequences - a formidable advantage to any captain in a heated engagement.

Both classes differ from the Basilisk and Akuma by dispensing with much of their oculus cannon loadout in favour of lethal close range plasma weapons. Utilising their cloaks, these ships can approach a target silently before suddenly unleashing superheated hell. Even once it has done so, the Manticore or Banshee will not pay for its aggression by becoming more visible to the enemy. Both classes also mount a single, terrifying Scourge torpedo. This massive munition is designed to blast a significant chunk from even a capital ship's hull before injecting hundreds of Razorworms into the wound - deadly killing machines more than capable of eviscerating what's left of the unfortunate crew.

**MANTICORE:**
HEIGHT: 370M (VARIABLE)
LENGTH: 1,007M
DISPLACEMENT: 9,478,000M$^3$
BEAM: 401M (VARIABLE)

# SHENLONG

## HEAVY CRUISER

**170 PTS**

| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| SHENLONG | 6" | 8" | 8" | 12 | 4+ | 6 | 1 | H | STEALTH, PARTIAL CLOAK |

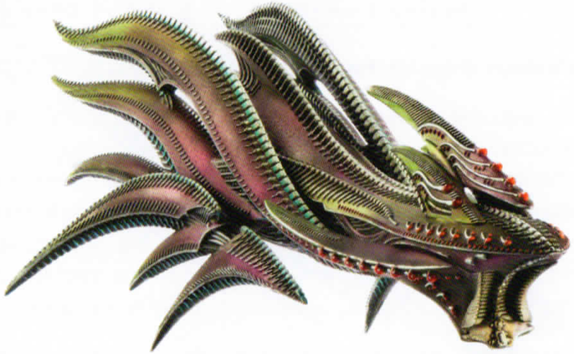
| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| OCULUS BEAM ARRAY | 3+ | 2 | 2 | F | SCALD |
| OCULUS BEAM ARRAY | 3+ | 2 | 2 | F/S (L) | SCALD |
| OCULUS BEAM ARRAY | 3+ | 2 | 2 | F/S (R) | SCALD |
| PLASMA STORM | 3+ | D6+2 | 1 | F/S/R | SCALD, CLOSE ACTION |

**Infamous ships of the class:** *Creeping Death, Fletcher's Phantom, Untouchable, Vitae Blade*

The Shenlong class heavy cruiser is a highly dangerous and nefarious foe in ship-ship combat due in part to its extensive array of oculus weapons but also to its stealth capabilities. Mounted on its distinctive crest, the vessel features a suite of systems designed to mask weapons fire while silent running and to limit the visibility of extreme actions to enemy scanners. This makes the Shenlong an excellent ambush predator as well as hunter of capital ships where it can use these advantages to get the first shot all while avoiding return fire.

The only downside to these stealth systems is the volume of space they take up aboard ship and the amount of energy they consume, leading the Shenlong to be somewhat under-gunned compared to its equivalents in other races' navies. However, it is still more heavily armed than all standard cruisers and its first strike and fire avoidance capabilities more than compensates for this minor limitation, making the Shenlong one of the most feared vessels in the Scourge vanguard.

**SHENLONG:**
LENGTH: 1,007M
BEAM: 401M (VARIABLE)
HEIGHT: 354M (VARIABLE)
DISPLACEMENT: 8,843,000M$^3$



# RAIJU

## HEAVY CRUISER

160 PTS

| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| RAIJU | 6" | 8" | 8" | 12 | 4+ | 6 | 1 | H | STEALTH, PARTIAL CLOAK |

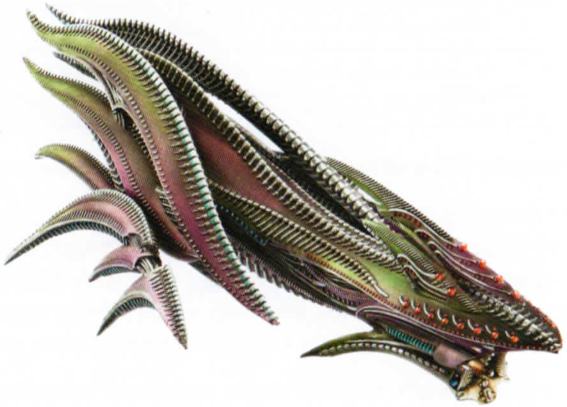
| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| OCULUS BEAM ARRAY | 3+ | 2 | 2 | F | SCALD |
| FURNACE CANNONS | 4+ | 4 | 1 | F (N) | ALT-1 SCALD, BURNTHROUGH (8) |
| FURNACE CANNONS | 2+ | 1 | 1 | F (N) | ALT-1, SCALD, BURNTHROUGH (4), FLASH |
| PLASMA STORM | 3+ | D6+2 | 1 | F/S/R | SCALD, CLOSE ACTION |

**Infamous ships of the class:** *Corrupting Sun, Light of Darkness, Cursed Revenant, Fiery Spectre*

The Raiju class heavy cruiser follows a similar design principle to its cousin, the Shenlong. Most importantly, it includes the latter's highly effective stealth systems. It varies from the Shenlong in that it is equipped with a more diverse set of armaments, giving it a different mission profile. Its extensive arsenal includes a pair of furnace cannons - deadly beam weapons with multiple fire modes, allowing the Raiju to slice at multiple parts of a ship simultaneously or focus on reducing a specific area to molten slag. Significantly, this destructive power can be leveraged while the ship is silent running, thanks to its stealth systems. The result is that Raijus tend to stay in silent running condition longer than Shenlongs, since the latter must unleash all its weapons to be truly dangerous.

These factors make the Raiju a specialised hunter of specific ships, wielding the furnace cannons while remaining virtually invisible to enemy scanners. The ability of these weapons to heat an enemy vessel's hull to the point that they become more visible to the Scourge's own scanners is a force-multiplier, as the victim can be engaged more easily from range while the Raiju is denied to enemy return fire.

**RAIJU:**
LENGTH: 1,007M
BEAM: 401M (VARIABLE)
HEIGHT: 354M (VARIABLE)
DISPLACEMENT:
8,861,000M$^3$



# SPHINX

## CRUISER

**115 PTS**

| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| SPHINX | 6" | 8" | 10" | 10 | 4+ | 6 | 1-2 | M | |

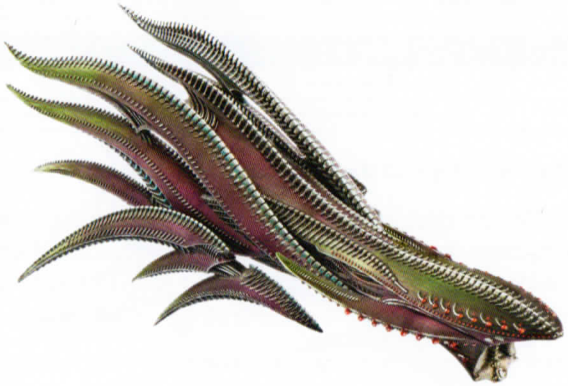
| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| OCULUS BEAMS | 3+ | 1 | 2 | F | SCALD |
| OCULUS BEAM ARRAY | 3+ | 2 | 2 | F/S (L) | SCALD |
| OCULUS BEAM ARRAY | 3+ | 2 | 2 | F/S (R) | SCALD |
| PLASMA STORM | 3+ | D6+2 | 1 | F/S/R | SCALD, CLOSE ACTION |

**Infamous ships of the class:** *Torturer, Predator's Eye, Old Serpent, Roche's Nightmare*

The Sphinx is the most common vessel of cruiser tonnage in the Scourge navy. Much like its smaller cousin the Harpy class frigate, this vessel is armed predominantly with oculus type beam weapons. These are mounted in several groups on the prow of the vessel, positioned to cover overlapping fire arcs giving the Sphinx flexible options on how to engage the enemy as well as the potential to attack multiple foes simultaneously. However, such an arrangement requires a target to be in the front quarter should its captain wish to unload all weapons on a single opponent.

The Sphinx offers a good balance of flexibility, firepower and survivability (for a Scourge ship), explaining its popularity with whatever passes for command among the cursed aliens. It is theorised that this design was the originator of most modern Scourge cruisers, as many of the oldest (as estimated) cruisers witnessed belong to this class. This may however stem from their greater survival rate in battle than some of their cousins, such as the Wyvern.

**SPHINX:**
LENGTH: 1,007M
BEAM: 401M (VARIABLE)
HEIGHT: 354M (VARIABLE)
DISPLACEMENT: 8,585,000M$^3$



# WYVERN

## CRUISER

**105 PTS**

| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| WYVERN | 6" | 8" | 10" | 10 | 4+ | 6 | 1-2 | M |  |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| OCULUS BEAMS | 3+ | 1 | 2 | F | SCALD |
| PLASMA TEMPEST | 3+ | 2D6+4 | 1 | F/S | SCALD, CLOSE ACTION |

**Infamous ships of the class:** *Slaughterer, Scarlet Path, Firebreather, Kronstein's Lament*

The Wyvern class is the standard assault-oriented cruiser in the Scourge navy. It is equipped with a formidable array of lethal close ranged plasma cannons in addition to the oculus beam weapons present on virtually every Scourge cruiser. The Wyvern is often seen at the heart of the most brutal engagements, taking on vulnerable targets with poor point defence such as frigates, allowing other Scourge assets to concentrate on the capital ships.

Since it needs to be close to the enemy to inflict maximum damage, Wyverns frequently spend the opening stages of a battle in silent running mode, closing the distance with the target/s while not giving the enemy a chance to accurately lock on. Once in the fray, Wyverns are famously vicious and merciless, even at the expense of their own safety. While many Scourge vessels attain an apparently great age, Wyverns seldom survive beyond their first century.

**WYVERN:**
LENGTH: 1,007M
BEAM: 401M (VARIABLE)
HEIGHT: 354M (VARIABLE)
DISPLACEMENT:
8,422,000M$^3$

# IFRIT

## CRUISER

**110 PTS**

| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| IFRIT | 6" | 8" | 10" | 10 | 4+ | 6 | 1-2 | M | |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| OCULUS BEAMS | 3+ | 1 | 2 | F | SCALD |
| FURNACE CANNONS | 4+ | 4 | 1 | F (N) | ALT-1 SCALD, BURNTHROUGH (8) |
| FURNACE CANNONS | 2+ | 1 | 1 | F (N) | ALT-1, SCALD, BURNTHROUGH (4), FLASH |
| PLASMA STORM | 3+ | D6+2 | 1 | F/S/R | SCALD, CLOSE ACTION |

**Infamous ships of the class:** *Incandescence, Vlad Tepes, Scourge of Ikarus, Lone Warrior*

The Ifrit class cruiser is the most common wielder of the formidable furnace cannons, sustained beam weapons designed to slice through armour, hulls and core systems. A pair of these are mounted on the Ifrit's prow and integrated into the hull, limiting its effectiveness to the front quarter but giving the ship consummate killing power. In addition to directing multiple beams at various weak points, the weapons can also be focused at a single area, greatly increasing its armour penetrating capabilities at the expense of more widespread damage.

That second fire mode also has the added benefit of heating the victim's hull to such an extent that its signature increases, aiding the rest of the fleet in targeting the by now damaged ship. This makes the Ifrit highly useful in specialised situations, where it can mark targets for other ships. This is particularly effective against larger vessels such as battleships, giving the Scourge a window to wreak devastation on them before they have a chance to return fire.

**IFRIT:**

LENGTH: 1,007M

BEAM: 401M (VARIABLE)

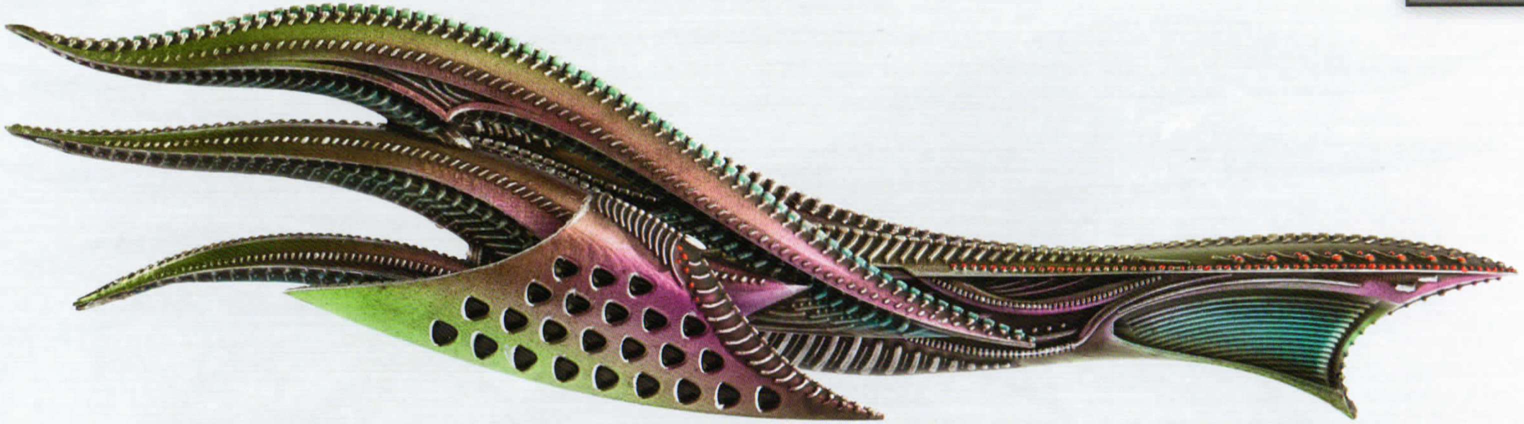
HEIGHT: 354M (VARIABLE)

DISPLACEMENT: 8,602,000M$^3$

# HYDRA

## FLEET CARRIER

140 PTS



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| HYDRA | 6" | 8" | 10" | 10 | 4+ | 6 | 1 | M | LAUNCH |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| OCULUS BEAMS | 3+ | 1 | 2 | F | SCALD |
| PLASMA STORM | 3+ | D6+2 | 1 | F/S/R | SCALD, CLOSE ACTION |

| LOAD | LAUNCH | SPECIAL |
|---|---|---|
| FIGHTERS & BOMBERS | 5 | |

**HYDRA:**

LENGTH: 1,007M

BEAM: 278M (VARIABLE)

HEIGHT: 354M (VARIABLE)

DISPLACEMENT: 8,252,000M$^3$

**Infamous ships of the class:** *Sable Chalice, Angelslayer, The Hive, Bombardier*

The Hydra class fleet carrier is a dedicated strike craft platform designed to attack distant targets and support friendly vessels. Its capacious hangars contain hundreds of lethal Hellmaw bombers and predatory Hellscream fighters, their pure Scourge crews held in a fugue state in row upon row of storage racks until they are ready to be set loose. The almost mindless aggression of these craft suggest a psychotic level of dedication to slaughter - perhaps deliberately induced on their crews by the cocktail of narcotics flowing through them while kept dormant aboard ship.

As a carrier, the Hydra is a more focused design than its closest current equivalent in the UCMF, the Seattle class, as it boasts a higher launch capacity at the expense of conventional firepower. As such, Hydras are usually protected by escort vessels in combat and are most frequently seen towards to rear of Scourge formations where the vulnerable carrier can be best protected. In spite of this weakness, the Hydra is one of the most lethal vessels of cruiser tonnage in the entire Scourge navy - a flexible and deadly threat which demands responsive tactics from any opponent.

# CHIMERA

## TROOPSHIP

**105 PTS**

| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| CHIMERA | 6" | 8" | 10" | 10 | 4+ | 6 | 1 | M | LAUNCH |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| OCULUS BEAMS | 3+ | 1 | 2 | F/S | SCALD |
| PLASMA CLOUD | 3+ | 2 | 1 | F/S/R | SCALD, CLOSE ACTION |

| LOAD | LAUNCH | SPECIAL |
|---|---|---|
| BULK LANDERS | 2 | |

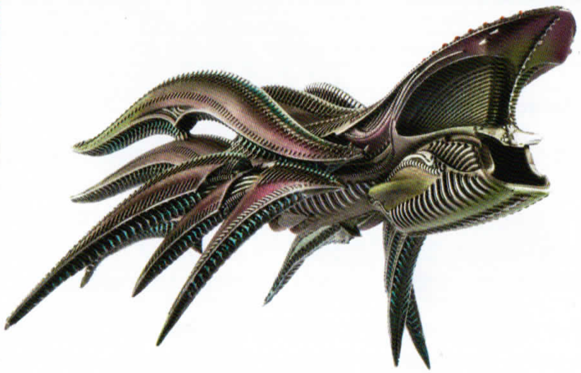
**CHIMERA:**

LENGTH: 1,007M

BEAM: 401M (VARIABLE)

HEIGHT: 354M (VARIABLE)

DISPLACEMENT: 9,311,000$M^3$



**Infamous ships of the class:** *Hellpit, Hordebringer, Plague Carrier, Satan's Ark*

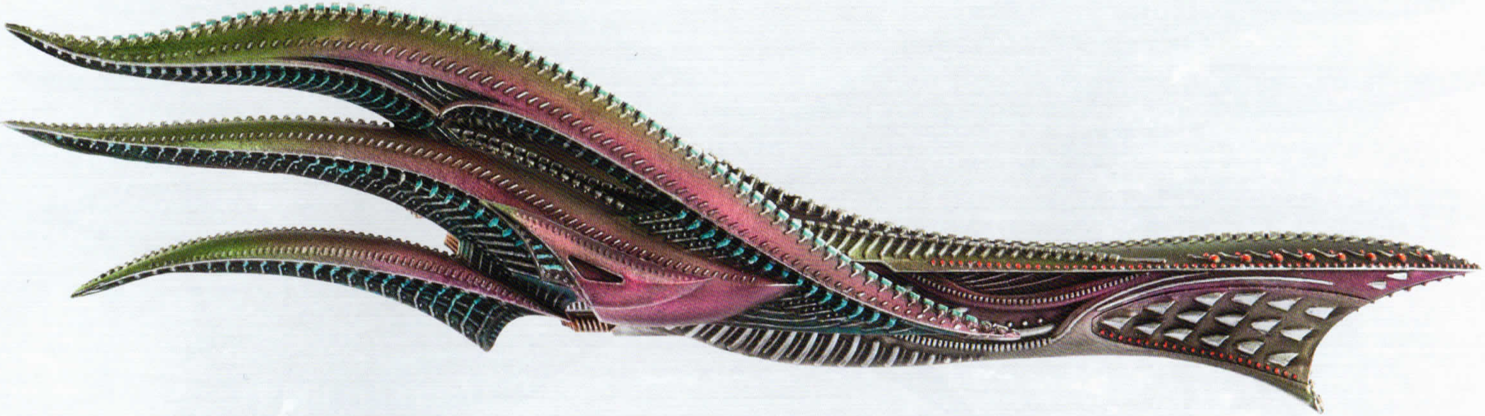
The Chimera class troopship is the primary means by which the majority of the Scourge infantry hordes attain planetfall. Its cavernous interior accommodates many thousands of Scourge warriors, Destroyers, Razorworms and many other biological horrors so feared by humanity. It delivers its deadly payload to the surface via bulk lander direct from low orbit, making it better suited to second wave operations when safe landing zone is more likely. Like most Scourge ships, the Chimera is faster than its human equivalents, giving it an edge in reaching uncontested ground first at the expense of armour.

Given the sheer scale of the vessel and its bulk landers, it can also accommodate and deploy some of the largest Scourge ground based assets such as defence batteries, helping to cement the aliens' iron grip on captured territory. Destruction of Chimeras is always a high priority for any opposing force, such is the threat they pose to victory on the surface.

# Strix

## Light Cruiser

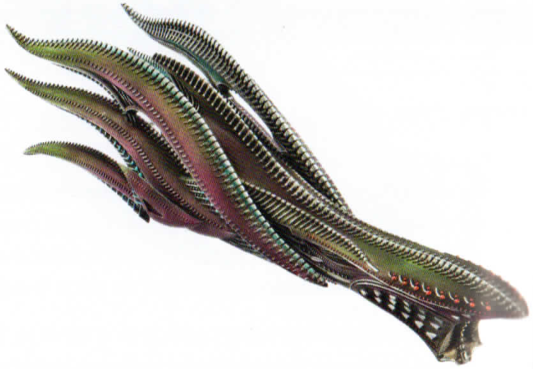
90 pts



| Name | Scan | Sig | Thrust | Hull | A | PD | G | T | Special |
|---|---|---|---|---|---|---|---|---|---|
| Strix | 6" | 8" | 12" | 8 | 5+ | 2 | 2-3 | M | |

| Type | Lock | Attack | Damage | Arc | Special |
|---|---|---|---|---|---|
| Oculus Beams | 3+ | 1 | 2 | F | Scald |
| Plasma Tempest | 3+ | 2D6+4 | 1 | F/S | Scald, Close Action |

**Strix:**
Length: 1,007m
Beam: 231m (variable)
Height: 279m (variable)
Displacement: 7,491,000$m^3$



**Infamous ships of the class:** *Bloody Rapier, Immolator, Chang's Doom, Haymaker*

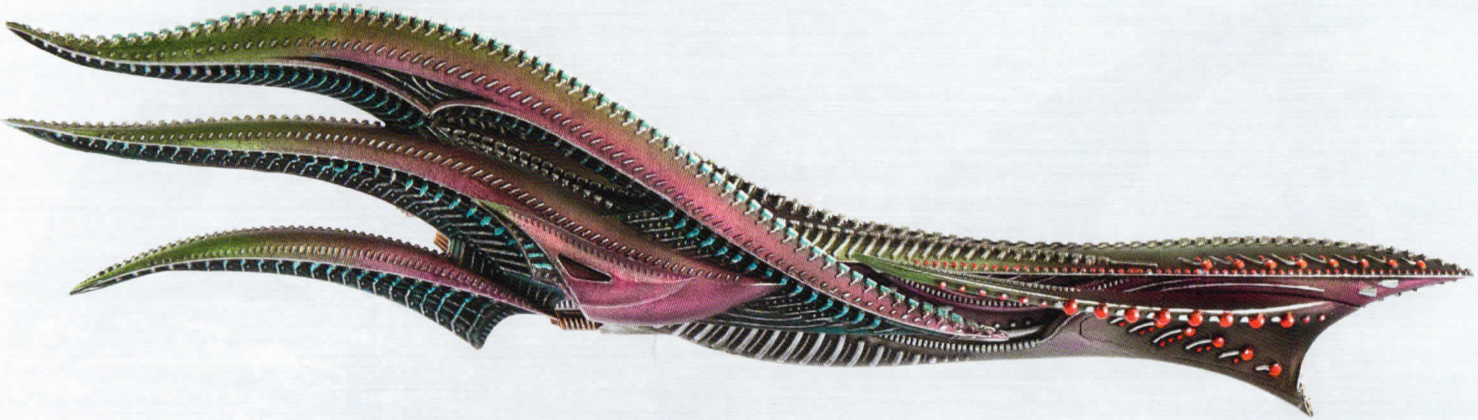
The Strix class light cruiser is perhaps the most aggressive capital ship type in the entire Scourge navy. Its design is focused entirely on speed and high powered close action capability in the form of a potent array of plasma cannons. It is a consummate decapitation vessel, adept at hunting and destroying key targets in the early stages of an engagement. However, when compared to its full cruiser cousin the Wyvern, the Strix has very poor point defence capability and reduced hull, making it highly vulnerable to return fire.

Due to this fragility, Strix class light cruisers are usually employed on the flanks of the Scourge line where they may hope to utilise silent running tactics and peripheral involvement to avoid the worst of enemy reprisals. In addition, they usually operate in concert with other ships of the class, granting safety in numbers and further magnifying their destructive potential as they may combine fire to overload the point defences of any target with their potent close action weaponry.

# YOKAI

## LIGHT CRUISER

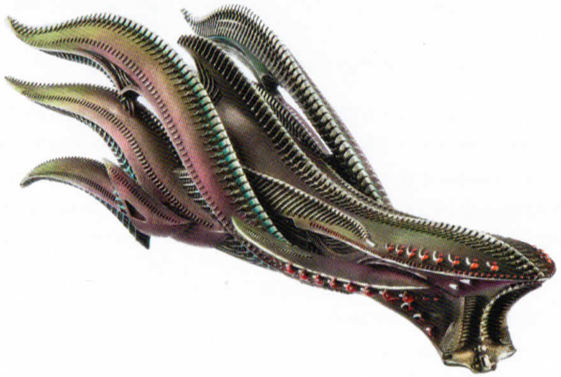
95 PTS



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| YOKAI | 6" | 8" | 12" | 8 | 5+ | 2 | 2-3 | M | |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| OCULUS BEAMS | 3+ | 1 | 2 | F | SCALD |
| OCULUS BEAM ARRAY | 3+ | 2 | 2 | F/S (L) | SCALD |
| OCULUS BEAM ARRAY | 3+ | 2 | 2 | F/S (R) | SCALD |
| PLASMA STORM | 3+ | D6+2 | 1 | F/S/R | SCALD, CLOSE ACTION |

**YOKAI:**
LENGTH: 1,007M
BEAM: 231M (VARIABLE)
HEIGHT: 279M (VARIABLE)
DISPLACEMENT: 7,652,000$M^3$



**Infamous ships of the class:** *Shangri-La Nemesis, Glass Dagger, Bloodhound*

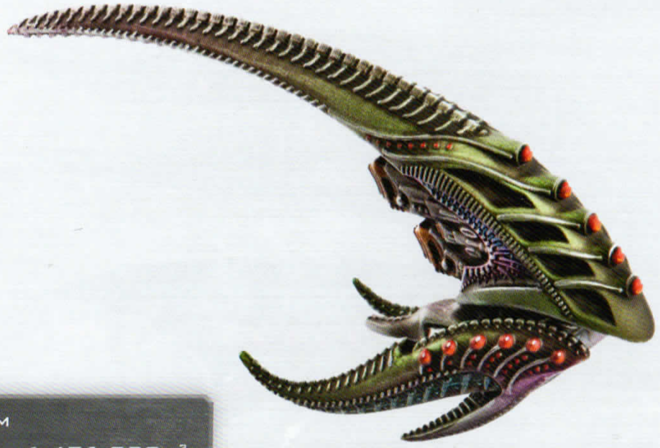
The Yokai class light cruiser carries an identical weapons loadout to the heavier Sphinx class cruiser. Unlike its cousin, it sacrifices point defence capabilities and hull superstructure for additional combat speed. With its large number of conventionally capable oculus beam weapons, it is a similarly talented ship-killer although given its limitations it is best employed far from enemy fleet carriers or missile frigates. It is most effective when hunting strategically important targets weaker than itself and away from the core of the battle, where it would quickly be overwhelmed by close action attacks.

The Yokai's speed and its full cruiser level firepower are its greatest assets and in many ways it can be thought of as an application of the battlecruiser principle on a smaller scale. Outside of fleet engagements, this class is one of the most feared by support vessel crews, as it is frequently employed away from Scourge lines. There it can harass the enemy's supply chain, unleashing its deadly weapons from range and swiftly disappearing before reprisals can be brought to bear.

# HARPY

## FRIGATE

**42 PTS**



Length: 512m

Displacement: 1,476,000m³

| Name | Scan | Sig | Thrust | Hull | A | PD | G | T | Special |
|---|---|---|---|---|---|---|---|---|---|
| Harpy | 6" | 3" | 12" | 4 | 5+ | 4 | 2-4 | L | Atmospheric |

| Type | Lock | Attack | Damage | Arc | Special |
|---|---|---|---|---|---|
| Oculus Beams | 3+ | 1 | 2 | F/S | Scald |
| Plasma Cloud | 3+ | 2 | 1 | F/S/R | Scald, Close Action |

**Infamous ships of the class:** *Patient Spider, Scorpion's Tail, Grant's Killer, Eden's Harpy*

The Harpy class is the standard combat frigate of the Scourge navy and the most common combat ship encountered by the UCM with over 600 of them reckoned to exist. It is armed with a greater array of the ubiquitous oculus beam weapons than other Scourge frigates, making it a highly effective conventional firepower platform. Like most frigates, it really excels when used in a squadron of several others of its kind.

What sets Scourge frigates apart from those of most other races (except for speed) is their ability to operate in atmosphere, although the Harpy's weapons were designed for void combat and are mostly ineffective in atmosphere. This ability grants it a superb means of hiding from the sensors of enemy ships, waiting for the sublime opportunity to pounce. It also makes them highly resilient to shipfire if needs be, as they can use the atmosphere to protect themselves from the enemy's most powerful void weapons.

# DJINN

## FRIGATE

**43 PTS**

Length: 541m (variable)

Displacement: 1,520,000m³

| Name | Scan | Sig | Thrust | Hull | A | PD | G | T | Special |
|---|---|---|---|---|---|---|---|---|---|
| Djinn | 6" | 3" | 12" | 4 | 5+ | 4 | 2-6 | L | Atmospheric |

| Type | Lock | Attack | Damage | Arc | Special |
|---|---|---|---|---|---|
| Oculus Rays | 3+ | 1 | 1 | F | Scald |
| Plasma Storm | 3+ | D6+2 | 1 | F/S | Scald, Close Action |

**Infamous ships of the class:** *Poltergeist, Little Satan, Belligerent, Switchblade*

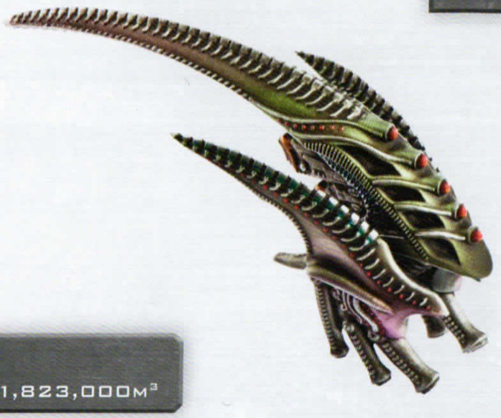
The Djinn class frigate is a fast, ultra aggressive vessel that perhaps best personifies the Scourge attitude to war. Its armament includes a much enhanced set of plasma weapons over regular Scourge frigates, giving it fantastic destructive power at close ranges for its size. This ship is far more effective when employed in very large squadrons, where massed plasma fire can overwhelm even a battleship's point defence capabilities.

In battle, the Djinn must use its superior speed and manoeuvrability to close the distance to the enemy. Silent running is a tactic frequently employed by these pack hunters, combining their small signature with low power output to screen them from enemy targeting systems until they are close enough to pounce. Alternatively, they can use their atmospheric flight capability to lie in wait for the enemy to come to them - a tactic which is sometimes enough to deter aggressors from approaching at all, thus holding ground without having to fire a shot or risk themselves to enemy reprisals.

# CHARYBDIS

FRIGATE

35 PTS



LENGTH: 512M

DISPLACEMENT: 1,823,000M³

| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| CHARYBDIS | 6" | 3" | 12" | 4 | 5+ | 4 | 2-4 | L | ATMOSPHERIC |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| OCULUS RAYS | 3+ | 1 | 1 | F | SCALD |
| PLASMA BOMBS | 4+ | 4 | 1 | F/S | BOMBARDMENT |
| PLASMA CLOUD | 3+ | 2 | 1 | F/S/R | SCALD, CLOSE ACTION |

**Infamous ships of the class:** *Shadow of Death, Cruel Judgement, Andreas, Iconoclast*

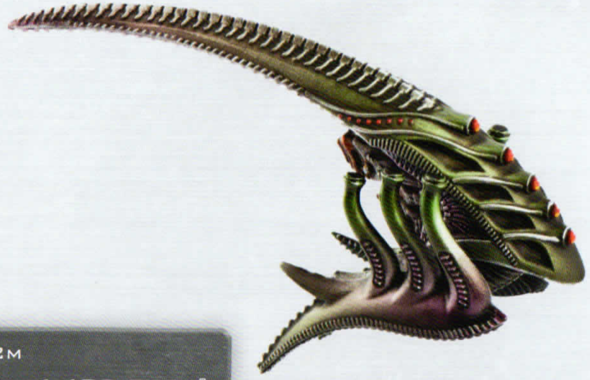
The Charybdis class is an unusual ship as it is of frigate tonnage yet is the Scourge's primary orbital bombardment platform. This differs greatly from other races which usually employ much larger ships for this task due to their ability to stay on station while soaking up enemy fire. Although the Charybdis cannot match its contemporaries in that regard, it can outpace them, allowing the Scourge to open bombardment very early in any engagement or to reach areas inaccessible in a short timeframe to more ponderous ships. It also gains a small measure of protection from its minimal signature, forcing the enemy to close the distance to obtain a firing solution, bringing them into the preferred killing range of other Scourge ships.

What it lacks in size it makes up for in firepower, thanks to its potent plasma bombards, weapons rightly dreaded by all ground forces. These ensure that not even enemies in reinforced bunkers are safe as a single shot can reduce a city block to molten glass or shatter concrete bastions to powder.

# SCYLLA

FRIGATE

42 PTS



LENGTH: 512M

DISPLACEMENT: 1,489,000M³

| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| SCYLLA | 6" | 3" | 12" | 4 | 5+ | 4 | 2-4 | L | ATMOSPHERIC |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| OCULUS RAYS | 3+ | 1 | 1 | F | SCALD |
| REVERSE-GRAV CANNON | 4+ | 2 | 1 | F/S | ESCAPE VELOCITY |
| PLASMA CLOUD | 3+ | 2 | 1 | F/S/R | SCALD, CLOSE ACTION |

**Infamous ships of the class:** *Red October, Funnelweb, Chthonic Chorus, Nautilus*

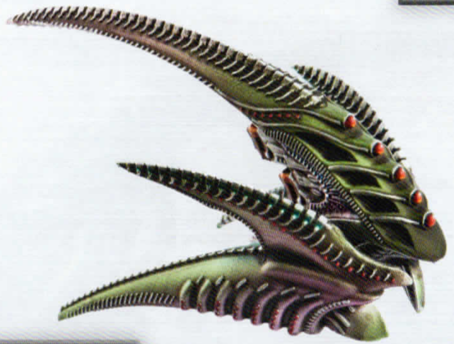
The Scylla class frigate is an unusual vessel with an equally unorthodox armament and mission profile. Equipped with a set of reverse-grav cannons, these ships are designed to operate in atmosphere and fire up at enemy ships in orbit. This weapon is one of the very few effective at firing from atmosphere at orbital targets, although it does have the significant drawback of only working near gravity wells and only being able to engage targets in orbital layers above its own. The Scylla's mode of attack is analogous to the missile submarines of 20th Century Earth, silent and hard to target submerged vessels designed to strike at surface targets.

Since ships can only move relatively slowly due to air resistance in atmosphere, this ship's task is usually defensive in nature. It can use its speed to reach its place of attack, but once 'submerged' in atmosphere it must wait for enemy ships to draw near. Since ships in atmosphere are usually so hard to target and destroy, this makes the Scylla an excellent deterrent or monitor ship, protecting Scourge territory from aggressors above.

# GARGOYLE

## STRIKE CARRIER

32 PTS



LENGTH: 512M

DISPLACEMENT: 2,421,000M$^3$

| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| GARGOYLE | 6" | 3" | 12" | 4 | 5+ | 4 | 1-2 | L | ATMOSPHERIC, LAUNCH, OPEN |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| OCULUS RAYS | 3+ | 1 | 1 | F | SCALD |
| PLASMA CLOUD | 3+ | 2 | 1 | F/S/R | SCALD, CLOSE ACTION |

| LOAD | LAUNCH | SPECIAL |
|---|---|---|
| DROPSHIPS | 1 | |

**Infamous ships of the class:** *Belcher, Miasma, Demeter, Rainbringer*

The Gargoyle class strike carrier is a first strike assault vessel which is capable of deploying clouds of lethal and outlandish Scourge dropships direct into atmosphere. It is typically employed in the first wave of a Scourge invasion or at the speartip of any counter-strike operations, where its nimble dropships with their deadly armoured payload can be expected to make it past most orbital defences to the heart of the dropzone.

Unlike the UCM's New Orleans class, the Gargoyle does not usually stay on station to support its forces after the initial engagement. Instead, it withdraws to orbit where it can be resupplied with fresh dropships and ground troops, much like a regular ship would re-arm when out of ammunition. The distinctive silhouette of the Gargoyle is always a dreaded sight for beleaguered ground forces who know that very soon, hundreds of swift and lethal grav-tanks will be overwhelming their positions.

# NICKAR

## HUNTER-KILLER

22 PTS

| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| NICKAR | 6" | 2" | 16" | 2 | 6+ | 2 | 1-3 | L | ATMOSPHERIC |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| PLASMA SQUALL | 4+ | D6 | 1 | F/S/R | AIR TO AIR,<br>CLOSE ACTION |

**Infamous ships of the class:** *Eden's Bane, Wardog, Halsey's Folly, Jack the Ripper*

The Nickar class hunter-killer is a small, atmospheric-capable vessel of sub-frigate tonnage. These nimble, fast ships are rightly feared by any enemy vessel that operates in atmosphere - this ship's favourite hunting ground. Armed with specialist plasma munitions, these deadly predators can easily destroy vessels larger than themselves such as strike carriers.

In the opening days of the Reconquest, this class was responsible for more Armoured Corps losses than ground actions. Thousands of men and vehicles were lost to hunter-killer incursions aboard their strike carriers before they even made it to the surface. Since these vessels operate in the relative safety of atmosphere, the best measure against them is corvettes - a lesson learned the hard way by the Admiralty who no longer discount such small ships in their battle plans.

# ASSETS & ADMIRALS

| TORPEDOES | | | | |
|---|---|---|---|---|
| | THRUST | ATTACK | LOCK | DAMAGE |
| SCOURGE* | 9" | 1 | 2+ | 4 |

**Special rule:***Corruptor

| FIGHTERS | | |
|---|---|---|
| | THRUST | POINT DEFENCE BONUS |
| SCOURGE | 24" | +3 |

| BOMBERS | | | | |
|---|---|---|---|---|
| | THRUST | ATTACK | LOCK | DAMAGE |
| SCOURGE | 15" | 2 | 3+ | 1* |

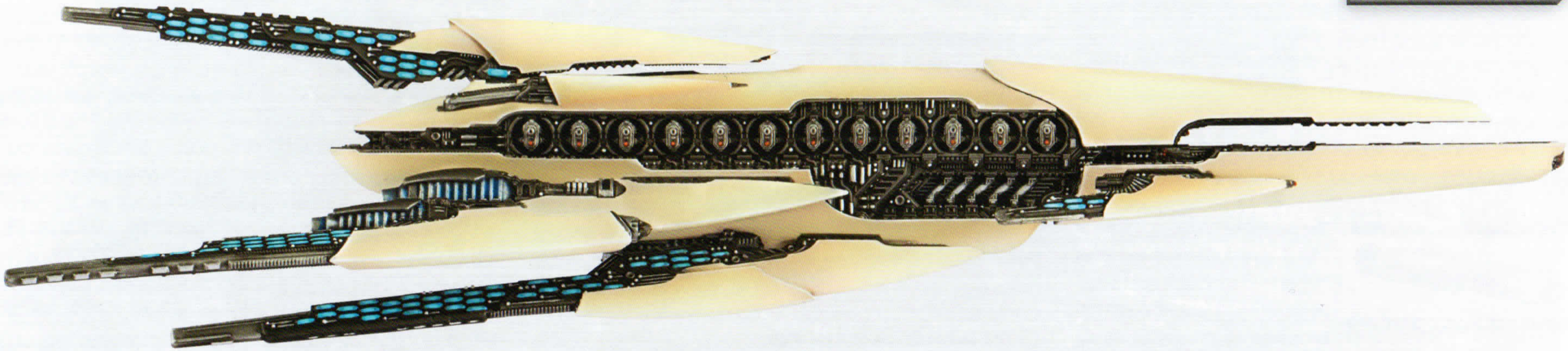
**Special rule:***Scald

| ADMIRAL | AV | ALLOWED | PTS |
|---|---|---|---|
| FLEET ENSLAVER | 2 | S/C/B | 20 |
| FLEET CHAMPION | 3 | S/C/B | 40 |
| FLEET MASTER | 4 | C/B | 80 |
| FLEET OVERLORD | 5 | C/B | 100 |
| FLEET PUPPETEER | 6 | B | 140 |

# HERACLES

## BATTLESHIP

285 PTS



| Name | Scan | Sig | Thrust | Hull | A | PD | G | T | Special |
|---|---|---|---|---|---|---|---|---|---|
| Heracles | 10" | 12" | 6" | 22 | 3+ | 10 | 1 | S | |

| Type | Lock | Attack | Damage | Arc | Special |
|---|---|---|---|---|---|
| Heavy Calibre Cannonade | 3+ | 6 | 1 | S (L) | Calibre (H&S) |
| Heavy Calibre Cannonade | 3+ | 6 | 1 | S (R) | Calibre (H&S) |
| Dark Matter Cannon | 2+ | 2 | 3 | F(N) | Crippling, Bloom |
| Hornet Drones | 3+ | D3+3 | 1 | F/S/R | Close Action |

**Known ships of the class:** *Enlightenment, Renaissance, Queen Boudicca, Code Eternal*

The Heracles Class battleship is a truly awesome vessel and one of the most resilient battleships yet encountered in the Reconquest. Its vast and stocky hull is built around an enormous broadside array of heavy calibre mass drivers, its beam wide enough to conceal these massive weapons within. The ship's characteristic and ominous silhouette is increased by a complex series of manoeuvre fins, lending this leviathan a surprisingly graceful appearance for such a brutal tool of destruction.

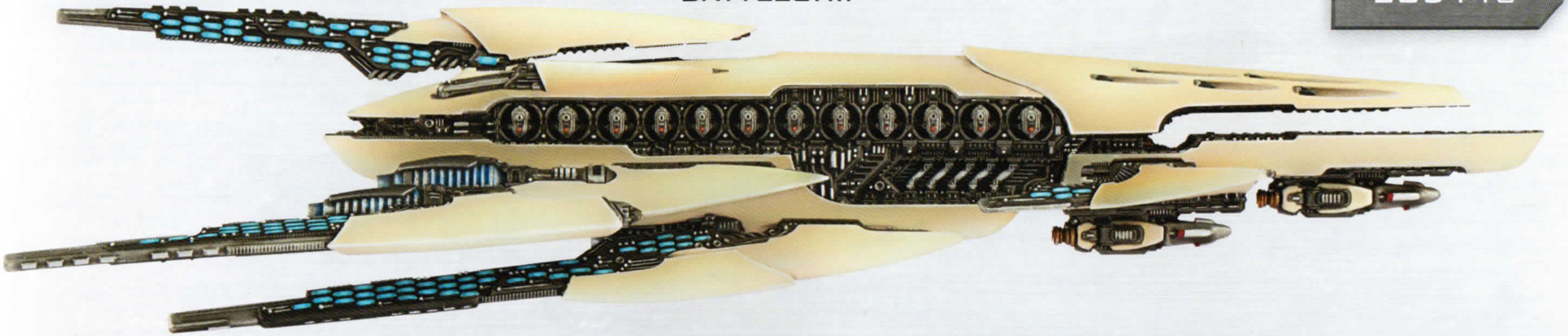
In addition to its broadsides, the Heracles also features the dreaded Dark Matter Cannon, an enormous prow mounted weapon as monumentally destructive as it is advanced. In addition to the extensive damage it can inflict, a single shot is dangerous enough to cause crippling effects to the largest of vessels, making it an awesome foil to enemy battleships. The Heracles also sports superlative levels of point defence in addition to close action weapons of extreme potency. The combination of these attributes makes this ship an obvious choice as flagship for admirals lucky enough to have access to one, if not a rock around which a full scale attack can be based.

**Heracles:**
Length: 1,623m
Beam: 637m (variable)
Height: 339m (variable)
Displacement: 27,692,000m$^3$

# MINOS

## BATTLESHIP

285 PTS



| Name | Scan | Sig | Thrust | Hull | A | PD | G | T | Special |
|---|---|---|---|---|---|---|---|---|---|
| Minos | 10" | 12" | 6" | 22 | 3+ | 10 | 1 | S | Launch |

| Type | Lock | Attack | Damage | Arc | Special |
|---|---|---|---|---|---|
| Heavy Calibre Cannonade | 3+ | 6 | 1 | S (L) | Calibre (H&S) |
| Heavy Calibre Cannonade | 3+ | 6 | 1 | S (R) | Calibre (H&S) |
| Neutron Missiles | 2+ | D3+1 | 2 | F/S | Crippling, Close Action |

| Load | Launch | Special |
|---|---|---|
| Torpedo | 1 | L (1) |
| Torpedo | 1 | L (1) |

**Minos:**
Length: 1,623m
Beam: 637m (variable)
Height: 339m (variable)
Displacement:
27,928,000m$^3$

**Known ships of the class:** *Progress, Revelations, Great Axiom, Truth's Instrument*

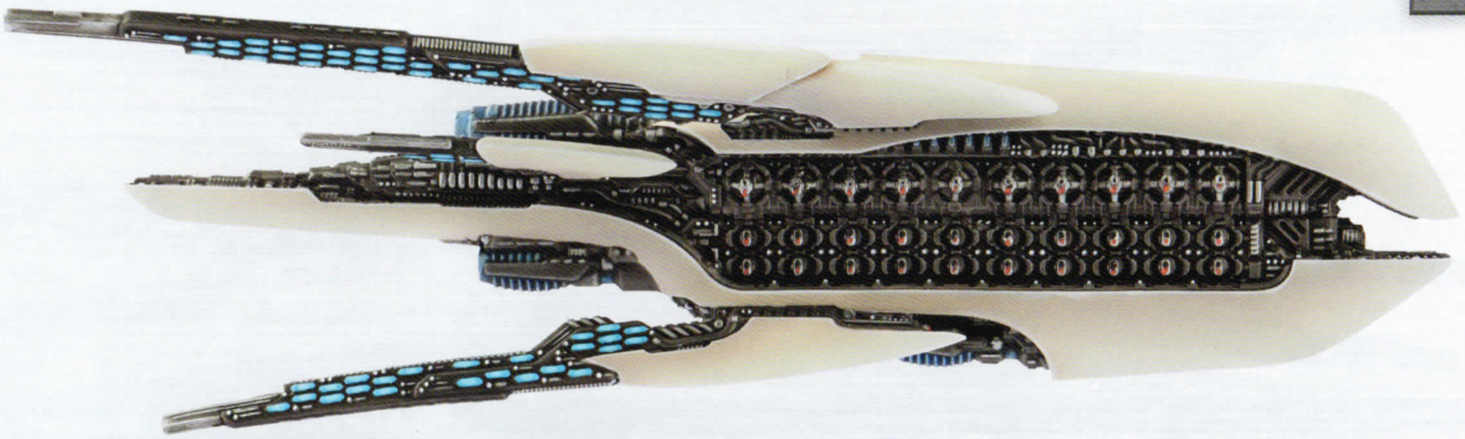
The Minos Class battleship is just as formidably vast and deadly as its related class, the Heracles. It mounts the same extensive heavy calibre broadside, making it just as dangerous against the largest enemies. However, the Minos features an entirely different prow armament. Primarily and most obviously, it carries a pair of Nightfish torpedoes, massive ordnance the size of small ships designed to resist all point defence with sheer armour thickness and mass. These peerless weapons may be loosed independently or simultaneously - the latter being the most awe-inspiring, as hits from a pair of these behemoths may be enough to cripple a mighty battleship outright.

Once its torpedoes are launched, the Minos usually adopts an ultra-aggressive approach in order to bring its secondary prow weapons into play. These are the ultra-advanced neutron missiles, perhaps the most dangerous close action weapons yet encountered by the UCM. These are designed to inflict appalling carnage once an enemy ship is penetrated, damaging core systems and causing crippling effects that would normally only be encountered with massive hull damage. These missiles are probably fiendishly difficult to produce, even for the Republic, reserving them for use on mighty ships such as the Minos.

# Leonidas / Agamemnon

## Battlecruiser

**195 pts**



| Name | Scan | Sig | Thrust | Hull | A | PD | G | T | Special |
|---|---|---|---|---|---|---|---|---|---|
| Leonidas / Agamemnon | 8" | 6" | 10" | 15 | 3+ | 7 | 1 | H | |

| Type | Lock | Attack | Damage | Arc | Special |
|---|---|---|---|---|---|
| Light Calibre Broadside | 5+ | 12 | 1 | S (L) | Calibre (L), Linked-1 |
| Light Calibre Broadside | 5+ | 12 | 1 | S (R) | Calibre (L), Linked-1 |
| Medium Calibre Broadside | 4+ | 8 | 1 | S (L) | Linked-2 |
| Medium Calibre Broadside | 4+ | 8 | 1 | S (L) | Linked-2 |
| Wasp Drones | 3+ | D3+1 | 1 | F/S/R | Close Action |

**Known ships of the class:** *Thermopylae, Phalanx (Leonidas Class) Leonardo da Vinci, Syracuse, Borealis (Agamemnon Class)*

The Leonidas and Agamemnon are two fearsome battlecruisers of equivalent capability, the latter being more common. Perhaps the Leonidas is built in a smaller shipyard or different planet to the Agamemnon, although that is mere speculation, since little is known about the PHR home planet/s. Both ships feature awesome firepower in some ways exceeding that of a UCM battleship, should a captain be in a position to unleash both of their ruinous broadsides to full and disastrous effect.

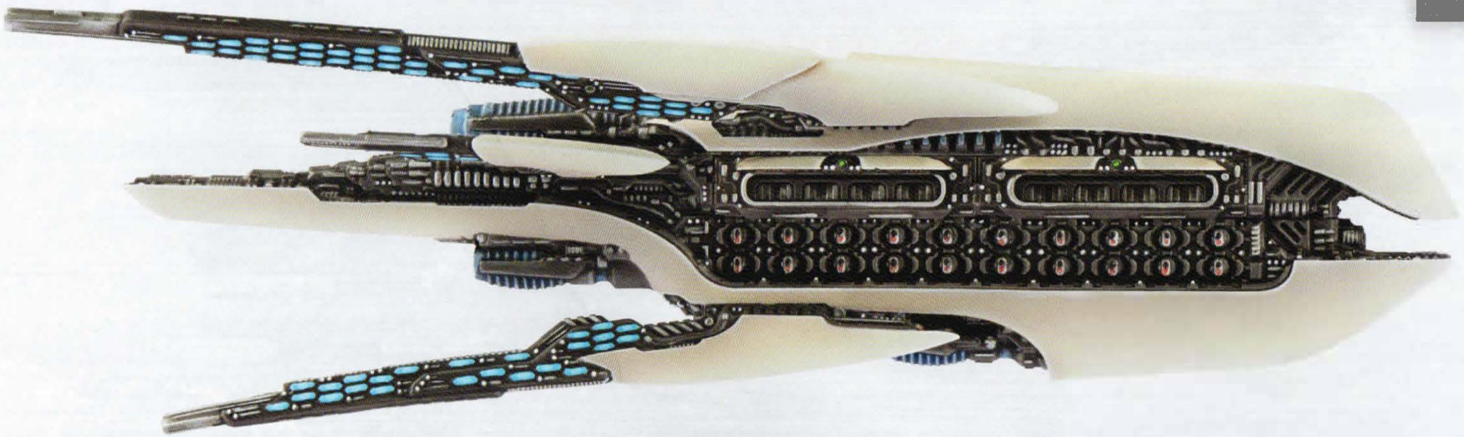
Both classes feature a double-decker, full length mixed mass driver broadside of light and heavy calibre weapons, allowing them to lay waste to multiple foes with imperious ease. However, they lack any meaningful firepower on the front quarter, making them best employed in the heart of an engagement. This contrasts with the excepted role of battlecruisers in the UCM, where flanking, hunting and avoidance are crucial. PHR battlecruisers seem to be laid out to be an efficient broadside platform, where superior toughness can be expected to get these lethal ships to the heart of any engagement.

**Leonidas:**
Length: 1,177m
Beam: 318m (variable)
Height: 344m (variable)
Displacement:
13,737,000m$^3$

# SCIPIO / PRIAM

## BATTLECRUISER

210 PTS



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| SCIPIO / PRIAM | 8" | 6" | 10" | 15 | 3+ | 7 | 1 | H | LAUNCH |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| LIGHT CALIBRE BROADSIDE | 5+ | 12 | 1 | S (L) | CALIBRE (L), LINKED-1 |
| LIGHT CALIBRE BROADSIDE | 5+ | 12 | 1 | S (R) | CALIBRE (L), LINKED-1 |
| WASP DRONES | 3+ | D3+1 | 1 | F/S/R | CLOSE ACTION |

| LOAD | LAUNCH | SPECIAL |
|---|---|---|
| FIGHTERS & BOMBERS | 4 | |

**Known ships of the class:** *Innovation, Invention (Scipio Class) Walls of Troy, Trinity, Bibliotheca (Priam Class)*

The Scipio and Priam are two battlecruiser-carrier hybrids of equivalent performance, the latter being more frequently encountered. Much like the Leonidas and the Agamemnon, the differences in hull design may be down to shipyard, planet of origin or to another unknown factor. Both vessels are equally dangerous opponents and have similar mission profiles. Generally, the Scipio and Priam are tasked with destroying large groups of enemy light vessels and merchant shipping, making their roles closer to that of traditional battlecruisers.

They are equipped with an extensive light calibre broadside, configured for excellent target acquisition and multiple-engagement of smaller ships. In concert with this, these vessels include cavernous launch bays the equal of a Bellerophon heavy carrier. Since lighter ships with poor point defence are particularly vulnerable to bombers, this supports the ship's primary role. In addition, the ability to throw up an enormous swarm of fighters allows the Scipio or Priam to protect friendly ships, often the lighter escorts that may accompany it on interdiction missions behind enemy lines.

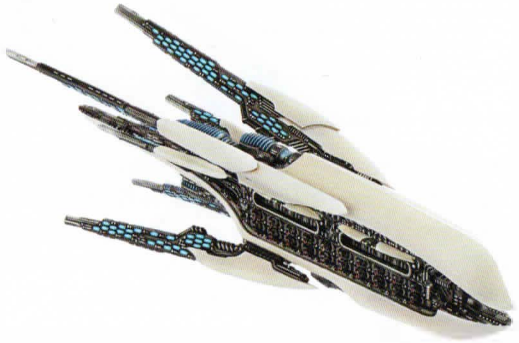
**SCIPIO:**

LENGTH: 1,177M

BEAM: 318M (VARIABLE)

HEIGHT: 344M (VARIABLE)

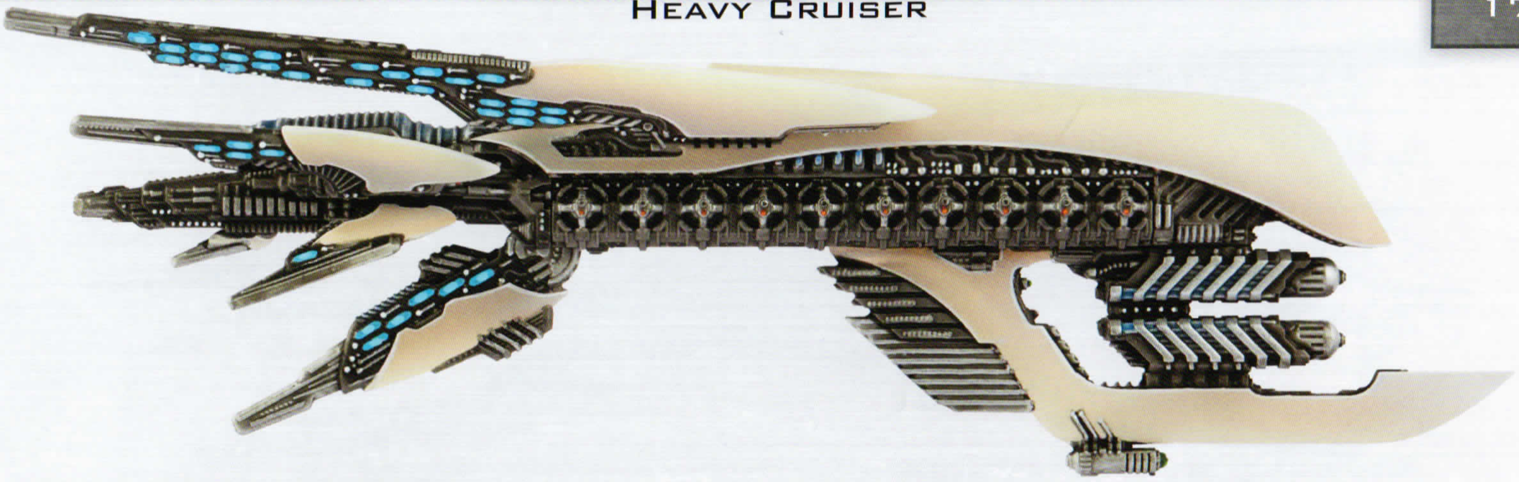
DISPLACEMENT: 13,737,000M$^3$



# HECTOR

## HEAVY CRUISER

**170 PTS**



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| HECTOR | 8" | 6" | 7" | 13 | 3+ | 5 | 1 | H | |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| MEDIUM CALIBRE BROADSIDE | 4+ | 8 | 1 | S (L) | |
| MEDIUM CALIBRE BROADSIDE | 4+ | 8 | 1 | S (R) | |
| TWIN SUPERNOVA LASER | 3+ | 2 | 1 | F(N) | BURNTHROUGH (6), FLASH |
| WASP DRONES | 3+ | D3+1 | 1 | F/S/R | CLOSE ACTION |

**HECTOR:**

LENGTH: 1,082M

BEAM: 262M (VARIABLE)

HEIGHT: 321M (VARIABLE)

DISPLACEMENT:

8,329,000M$^3$

**Known ships of the class:** *Einstein's Equation, Odyssey, Am Become Death, Cicero*

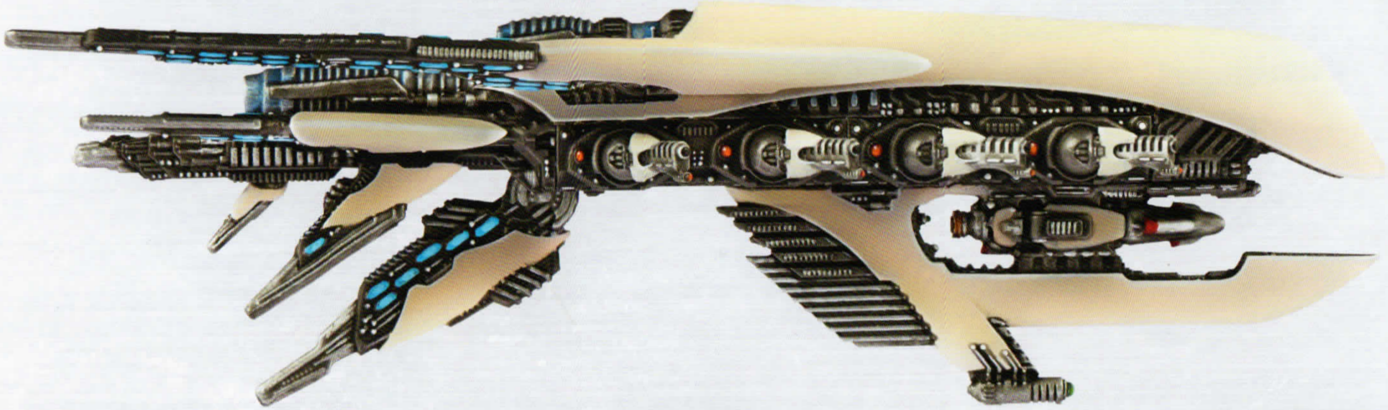
The Hector class heavy cruiser is the standard ship of its classification in the Grand Fleet and a formidable foe for anything but a battleship to face. It is armed primarily with 20 medium calibre mass drivers in double broadside layout, giving the Hector excellent all-round anti-ship capability when positioned with skill. In addition, it is equipped with a pair of prow mounted Supernova lasers, giving the vessel a powerful forward facing attack that makes the Hector far more dangerous than most PHR ships from the forward quarter.

Like other PHR heavy cruisers, the Hector also features a reinforced and enhanced hull design, giving it a survivability above that of standard cruisers as well as enemy equivalents, which can rarely match Republic ships for toughness. Besides the need for careful manoeuvre coupled with a lack of speed, the Hector has few weaknesses and can generally be expected to deal with most opposition and emerge victorious, making it a staple of full scale PHR taskforces across the Reconquest.

# ACHILLES

## HEAVY CRUISER

165 PTS



| Name | Scan | Sig | Thrust | Hull | A | PD | G | T | Special |
|---|---|---|---|---|---|---|---|---|---|
| Achilles | 8" | 6" | 7" | 13 | 3+ | 5 | 1 | H | Launch |

| Type | Lock | Attack | Damage | Arc | Special |
|---|---|---|---|---|---|
| Heavy Calibre Broadside | 3+ | 4 | 1 | S (L) | Calibre (H&S) |
| Heavy Calibre Broadside | 3+ | 4 | 1 | S (R) | Calibre (H&S) |
| Wasp Drones | 3+ | D3+1 | 1 | F/S/R | Close Action |

| Load | Launch | Special |
|---|---|---|
| Torpedo | 1 | L (1) |

**ACHILLES:**

LENGTH: 990M

BEAM: 262M (VARIABLE)

HEIGHT: 321M (VARIABLE)

DISPLACEMENT:

8,467,000$M^3$

**Known ships of the class:** *Gailileo, Iliad, Unheeled, Titan's Ire*

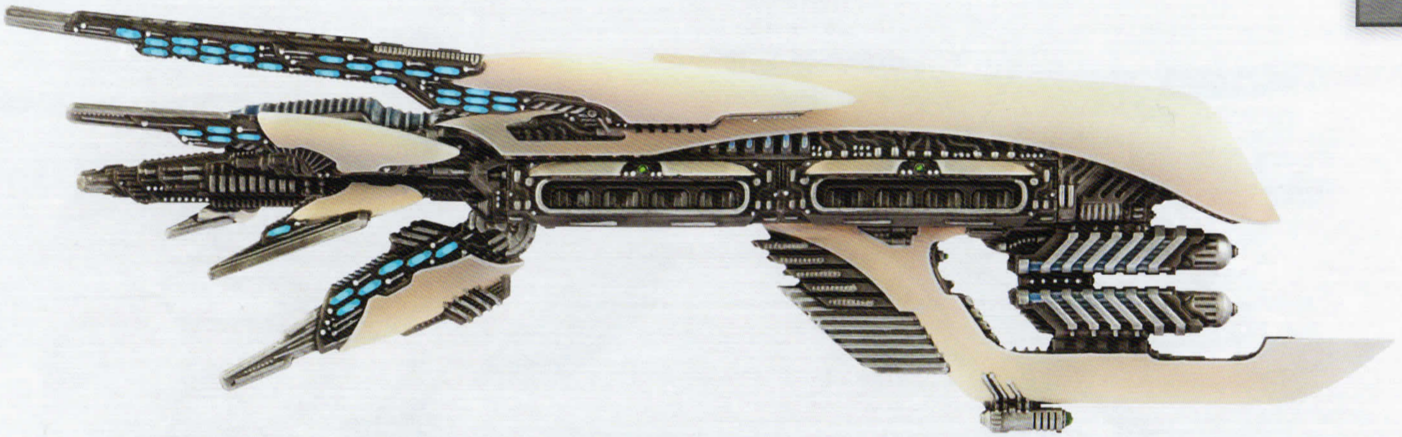
The Achilles class heavy cruiser utilises the same basic hull configuration as its cousin the Hector although its weapons loadout gives it a more specialised role. The vessel's main broadsides are made up of four massive heavy mass drivers each – weapons focused on maximum lethality against the largest of ships. Their massive high velocity projectiles can inflict frightening damage against heavy armour, although their cumbersome nature makes them less effective against smaller, more nimble targets. The Achilles is also equipped with a single, gigantic torpedo - ordnance the size of a small ship designed to explode internally, causing catastrophic hull damage to the target.

This weapons configuration lends the Achilles its primary mission parameter which is to hunt down and destroy the largest and most dangerous enemy ships. This aim is often set to be achieved early on in an engagement, as once its devastating torpedo has been fired, the Achilles is somewhat under-gunned compared to the Hector, which is perhaps better suited to protracted engagements against regular enemies. However, eight heavy mass drivers are of course a threat no enemy admiral can ignore.

# BELLEROPHON

## HEAVY CRUISER

**180 PTS**



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| BELLEROPHON | 8" | 6" | 7" | 13 | 3+ | 5 | 1 | H | LAUNCH |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| TWIN SUPERNOVA LASER | 3+ | 2 | 1 | F(N) | BURNTHROUGH (6), FLASH |
| WASP DRONES | 3+ | D3+1 | 1 | F/S/R | CLOSE ACTION |

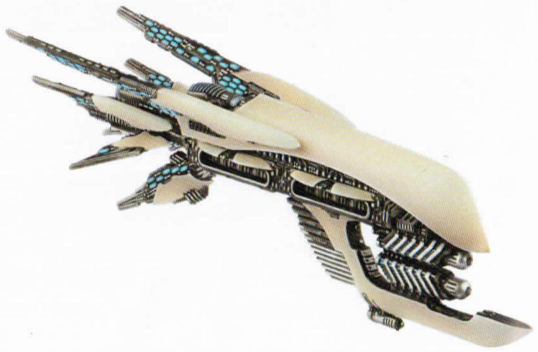
| LOAD | LAUNCH | SPECIAL |
|---|---|---|
| FIGHTERS & BOMBERS | 4 | |

**Known ships of the class:** *Alexander's Ambition, Socrates, Fireheart, Salamis*

The Bellerophon is the closest the PHR currently has to a conventional, dedicated fleet carrier in its arsenal. However, it is heavier, tougher and better armed that most equivalents, making it a truly formidable threat on the battlefield. A pair of prow mounted Supernova lasers grants the Bellerophon an anti-ship armament that equals most cruiser's primary weapons by slicing through the thickest of armour to the core of a capital ship.

However, this is not what makes the Bellerophon most dangerous but rather its strike craft launch capacity. Its capacious internal hangars house row upon row of highly advanced PHR fighters and bombers, presenting a deadly threat or effective shield to any ship within their impressive range. These craft are some of the most effective yet encountered in the Reconquest, the bombers in particular posing a grave threat to all ships with less than top of the line point defence capability or a significant fighter CAP. Besides the Bellerophon's low combat speed, its only real disadvantage is its high cost both in resources and manpower, making it a thankfully uncommon sight in PHR fleets.

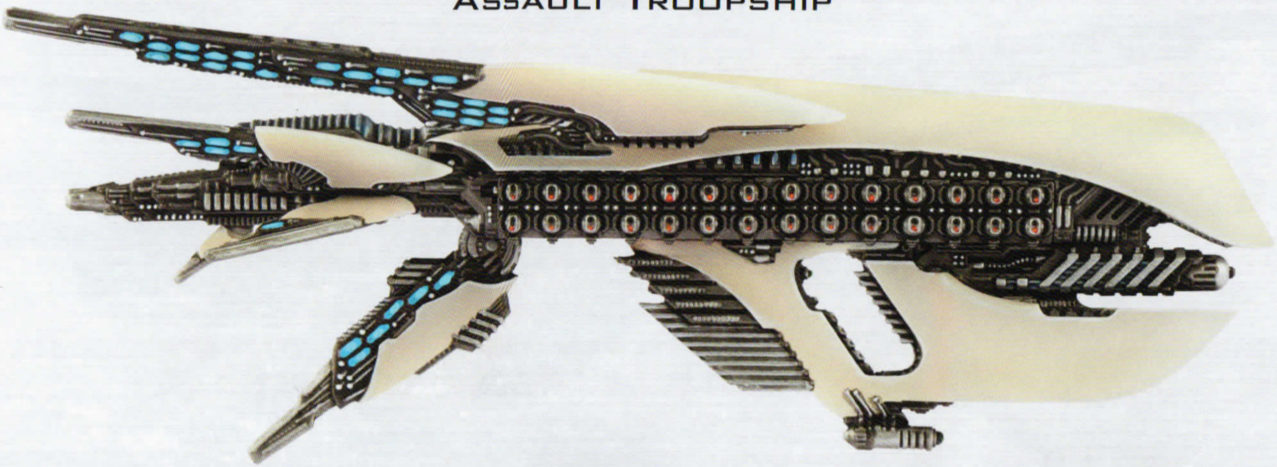
**BELLEROPHON:**
LENGTH: 1082M
BEAM: 262M (VARIABLE)
HEIGHT: 321M (VARIABLE)
DISPLACEMENT: 8,228,000M³



# ORPHEUS

## ASSAULT TROOPSHIP

130 PTS



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| ORPHEUS | 8" | 6" | 7" | 13 | 3+ | 5 | 1 | M | LAUNCH |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| LIGHT CALIBRE BROADSIDE | 5+ | 12 | 1 | S (L) | CALIBRE (L) |
| LIGHT CALIBRE BROADSIDE | 5+ | 12 | 1 | S (R) | CALIBRE (L) |
| SUPERNOVA LASER | 3+ | 1 | 1 | F (N) | BURNTHROUGH (3), FLASH |
| WASP DRONES | 3+ | D3+1 | 1 | F/S/R | CLOSE ACTION |

| LOAD | LAUNCH | SPECIAL |
|---|---|---|
| BULK LANDER | 2 | |

**ORPHEUS:**
HEIGHT: 321M (VARIABLE)
LENGTH: 990M
DISPLACEMENT: 9,515,000M$^3$
BEAM: 262M (VARIABLE)

**Known ships of the class:** *A Thousand Fathoms, Marie Curie, Actium, Newton's Apple*

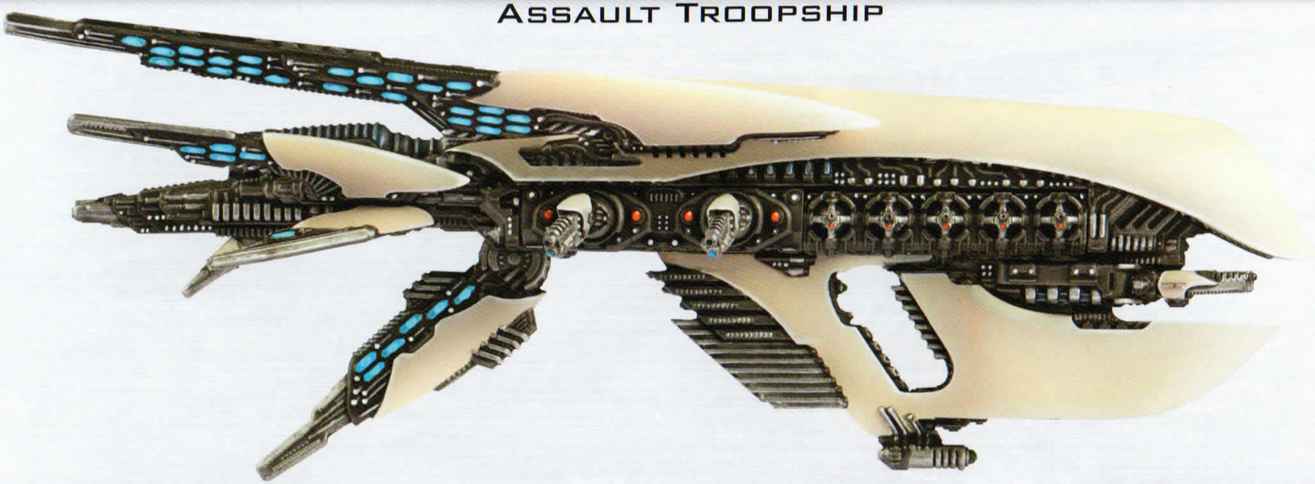
The Assault Troopship is a type of vessel currently unique to the Republic's Grand Fleet, although UCM naval architects are paying close attention. The Orpheus class is both a troopship and fully capable warship. It includes a capacious hangar for bulk landers, allowing it to drop thousands of ground troops and heavy surface assets direct from low orbit.

It also sports the firepower of a cruiser, allowing it to defend itself and attack enemy ships if required. It is believed that this strategy resulted from low numbers and thus the necessity to preserve lives at the expense of high cost. Indeed, an Orpheus is more akin to a heavy cruiser in tonnage than the lighter, more efficient troopship designs of other races. Its armament of a prow mounted supernova laser and massed light calibre broadside makes it equivalent to an Ajax class cruiser in firepower while being able to take more punishment in return. This secures the planetfall of the Republic's precious ground forces even while under full orbital counter-assault.

# GANYMEDE

## ASSAULT TROOPSHIP

135 PTS



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| GANYMEDE | 8" | 6" | 7" | 13 | 3+ | 5 | 1 | M | LAUNCH |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| MEDIUM CALIBRE BATTERY | 4+ | 4 | 1 | S (L) | |
| MEDIUM CALIBRE BATTERY | 4+ | 4 | 1 | S (R) | |
| BOMBARDMENT BATTERY | 3+ | 6 | 1 | F/S/R | BOMBARDMENT |
| MEDIUM CALIBRE TURRET | 4+ | 2 | 1 | F | |
| WASP DRONES | 3+ | D3+1 | 1 | F/S/R | CLOSE ACTION |

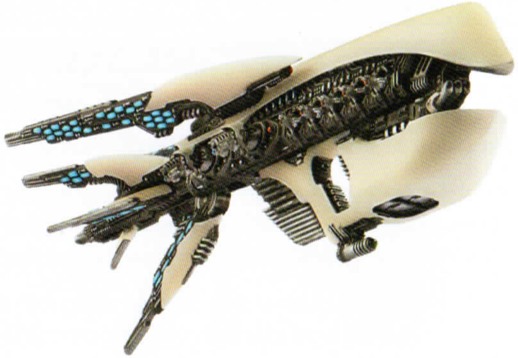
| LOAD | LAUNCH | SPECIAL |
|---|---|---|
| BULK LANDER | 2 | |

**Known ships of the class:** *Argo, Great Library, Copernicus, Judgement of Zeus*

The Ganymede is a sister class to the Orpheus, and shares its general design doctrine and basic hull although its armament and mission profile differs. Primarily, the Ganymede is configured to attack through orbital bombardment, preparing the surface battlefield for its infantry payload and supporting them on the surface. It achieves this by sacrificing some ship-ship firepower in favour of heavy bombard cannons.

This essentially makes the Ganymede two ships in one, affording a PHR admiral options even when outnumbered or under-resourced. However, this makes the class somewhat specialised, as these qualities are wasted if deployed in an area with no legitimate ground targets. However, it still has access to a respectable number of ship-ship medium mass drivers for protection against orbital assets, superior in firepower to its contemporaries in other races.

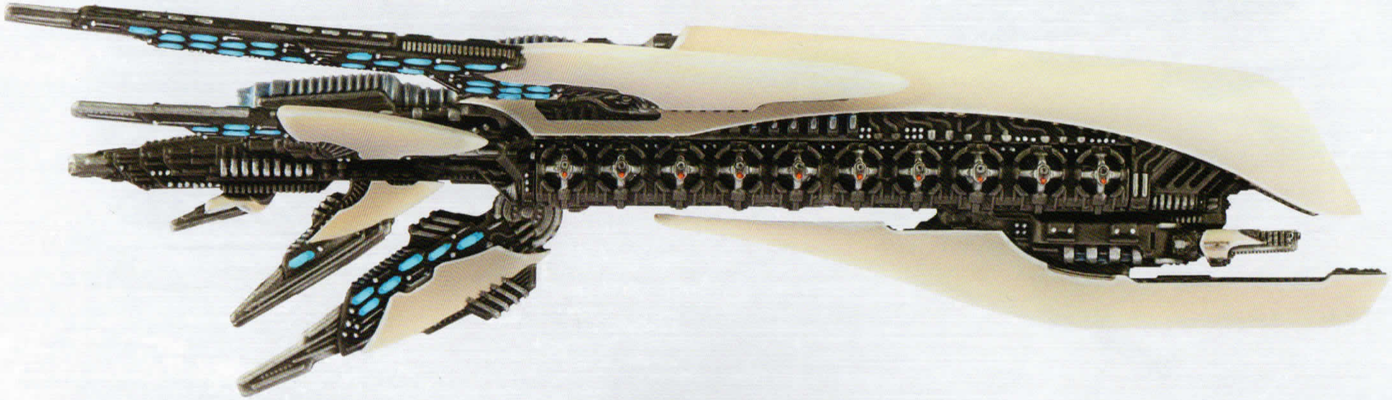
**GANYMEDE:**
LENGTH: 990M
BEAM: 262M (VARIABLE)
HEIGHT: 321M (VARIABLE)
DISPLACEMENT: 9,587,000M³



# ORION

## CRUISER

**107 PTS**



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| ORION | 8" | 6" | 8" | 11 | 3+ | 5 | 1-2 | M | |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| MEDIUM CALIBRE BROADSIDE | 4+ | 8 | 1 | S (L) | |
| MEDIUM CALIBRE BROADSIDE | 4+ | 8 | 1 | S (R) | |
| MEDIUM CALIBRE TURRET | 4+ | 2 | 1 | F | |
| WASP DRONES | 3+ | D3+1 | 1 | F/S/R | CLOSE ACTION |

**ORION:**

LENGTH: 1,013M

BEAM: 262M (VARIABLE)

HEIGHT: 311M (VARIABLE)

DISPLACEMENT: 8,055,000$M^3$

**Known ships of the class:** *Mind of Asimov, Aristotle, Marathon, Journeyman*

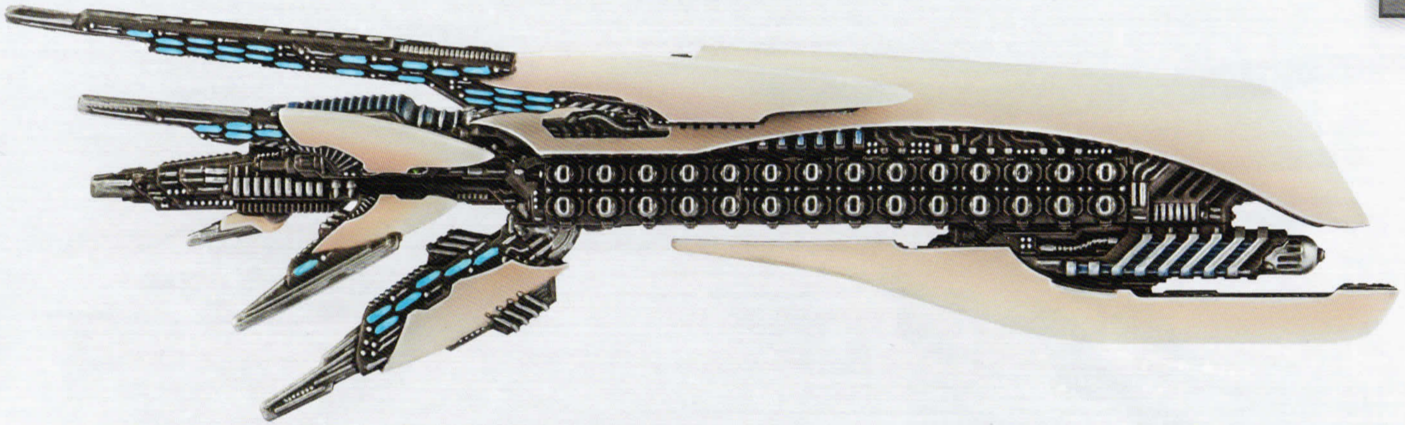
The Orion class is the standard ship of the line for the Republic's Grand Fleet and is the most common cruiser-level vessel in its arsenal. Its primary armament is completely made up of medium calibre mass drivers, excellent all-round anti-ship weapons capable of engaging a wide range of opponents. Most of these formidable weapons are laid out in a twin broadside configuration, with an additional turret mounted array at the prow. This gives the Orion excellent capability, flexibility and lethality.

Like almost all PHR cruisers, the Orion is substantially tougher and heavier than its equivalents from other races, highlighting the Republic's intention to make every life count to the maximum in the crucible of combat. This aim normally takes precedence over a warship's speed, allowing an opponent to assume this as their only meaningful advantage in battle. This doctrine is probably central to the PHR's plans in this war, as most UCM analysts agree that the post-humans are likely to be sorely lacking in manpower when compared to the Colonies.

# AJAX

## CRUISER

100 PTS



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| AJAX | 8" | 6" | 8" | 11 | 3+ | 5 | 1-2 | M | |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| LIGHT CALIBRE BROADSIDE | 5+ | 12 | 1 | S (L) | CALIBRE (L), LINKED-1 |
| LIGHT CALIBRE BROADSIDE | 5+ | 12 | 1 | S (R) | CALIBRE (L), LINKED-1 |
| SUPERNOVA LASER | 3+ | 1 | 1 | F(N) | BURNTHROUGH (3), FLASH |
| WASP DRONES | 3+ | D3+1 | 1 | F/S/R | CLOSE ACTION |

**Known ships of the class:** *Searing Truth, Archimedes, Fatal, Turing's Cipher*

The Ajax class cruiser has clearly been designed for a specific role – the mass annihilation of smaller enemy ships. Its primary armament is two extensive light-calibre broadside batteries, each with two independent targeting systems, allowing the Ajax to engage multiple foes with a single broadside. The sheer volume of fire these weapons can unleash coupled with their superior traverse speed compensates for their lack of stopping power, making them ideal for use against this vessel's intended prey. If the ship is positioned carefully, a double broadside can pose a serious threat to four enemy frigates simultaneously, ensuring that it is never outgunned by its quarry.

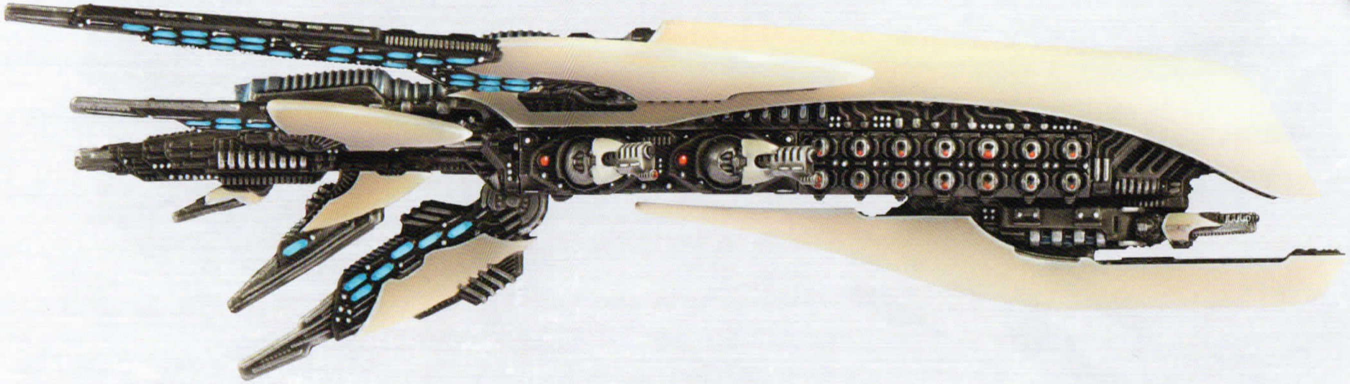
In order to keep the Ajax flexible and able to deal with any foe it is also equipped with a prow mounted Supernova laser, a sustained beam energy weapon capable to slicing through to the core of a capital ship. This weapon is often employed in the early stages of an engagement while on approach and when surrounded by enemies, where all the vessel's weapons can be unleashed to disproportionate effect.

AJAX:
LENGTH: 1,013M
BEAM: 262M (VARIABLE)
HEIGHT: 311M (VARIABLE)
DISPLACEMENT:
8,139,000$M^3$

# PERSEUS

## CRUISER

105 PTS



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| PERSEUS | 8" | 6" | 8" | 11 | 3+ | 5 | 1 | M | |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| LIGHT CALIBRE BATTERY | 5+ | 6 | 1 | S (L) | CALIBRE (L), LINKED-1 |
| LIGHT CALIBRE BATTERY | 5+ | 6 | 1 | S (R) | CALIBRE (L), LINKED-2 |
| HEAVY CALIBRE BATTERY | 3+ | 2 | 1 | S (L) | CALIBRE (H&S), LINKED-1 |
| HEAVY CALIBRE BATTERY | 3+ | 2 | 1 | S (R) | CALIBRE (H&S), LINKED-2 |
| MEDIUM CALIBRE TURRET | 4+ | 2 | 1 | F | |
| WASP DRONES | 3+ | D3+1 | 1 | F/S/R | CLOSE ACTION |

**PERSEUS:**
LENGTH: 1,013M
BEAM: 262M (VARIABLE)
HEIGHT: 311M (VARIABLE)
DISPLACEMENT: 8,251,000M$^3$

**Known ships of the class:** *Knowing Virtue, Nikola Tesla, Hoplite's Helm, Trident of Neptune*

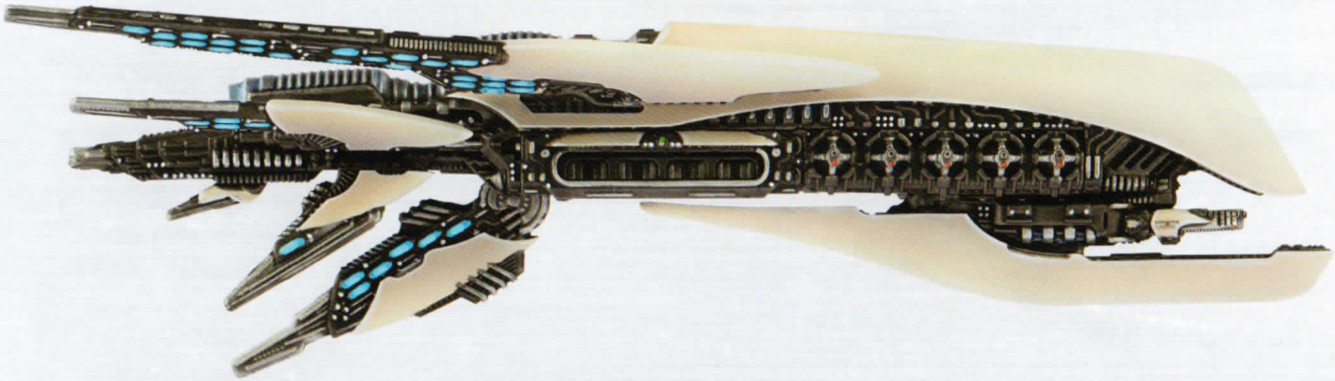
The Perseus class cruiser is perhaps one of the most flexible ships in the entire PHR fleet. Its diverse weapon loadout includes light, medium and heavy calibre mass drivers, ensuring that the vessel almost always has a weapon tailor made to engage any adversary, from frigates to battleships. While this approach makes the class highly adaptable, it does cost it in lethality potential against a single target, as inevitably some weapons will be poorly suited. Instead, the Perseus is best employed in the centre of the PHR fleet where it can unleash its weapons against multiple and varied foes, maximising its effectiveness, especially when outnumbered. To fully devastate larger targets, the Perseus typically combines fire with other ships, making it a good choice for supplementing the weapons of more focused vessels such as the Ajax and the Achilles.

While less common than the more conventional Orion, the Perseus is nevertheless a frequent thorn in the side of the UCM, particularly in disruptive operations. In this style of attack, a single Perseus can damage up to five targets simultaneously, causing costly delays and repairs across a whole battlegroup and slowing the pace of a campaign where the PHR wishes to.

# IKARUS

## VANGUARD CARRIER

115 PTS



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| IKARUS | 8" | 6" | 8" | 11 | 3+ | 5 | 1-2 | M | LAUNCH |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| MEDIUM CALIBRE BATTERY | 4+ | 4 | 1 | S (L) | |
| MEDIUM CALIBRE BATTERY | 4+ | 4 | 1 | S (R) | |
| MEDIUM CALIBRE TURRET | 4+ | 2 | 1 | F | |
| WASP DRONES | 3+ | D3+1 | 1 | F/S/R | CLOSE ACTION |

| LOAD | LAUNCH | SPECIAL |
|---|---|---|
| FIGHTERS & BOMBERS | 2 | |

**IKARUS:**
LENGTH: 1,013M
BEAM: 262M (VARIABLE)
HEIGHT: 311M (VARIABLE)
DISPLACEMENT: 8,005,000$M^3$

**Known ships of the class:** *Red Cliffs, Plato, Tower of Knowledge, Dark Prince*

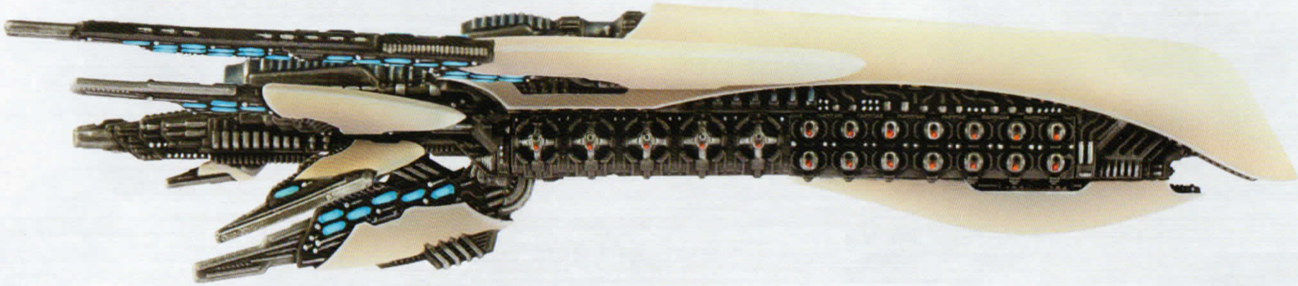
The Ikarus class is an unusual ship as it carries the rare designation of vanguard carrier, a variant of the more common fleet carrier. Vessels of this designation have a strike craft launch capacity but are more often found at the front and centre of a battle line rather than at the rear, since they also carry significant regular firepower. The Ikarus includes two reduced medium mass driver broadsides in addition to a traversable front turret – weapons chosen for their universally dangerous output.

While unleashing its many mass drivers against enemy ships, the Ikarus can also launch waves of fighters and bombers. Its typically forward position allows these long range assets to strike at enemy rearguard elements, making the class a highly useful tool much prized by PHR admirals. A vanguard positioning also makes it ideal for deploying fighter screens to protect ships in the forefront of the formation. Its lower launch capacity also allows the usually limited number of available pilots to be spread more evenly throughout a fleet rather than concentrated in dedicated carriers, if the battle plan calls for it.

# THESEUS

## LIGHT CRUISER

89 PTS



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| THESEUS | 8" | 6" | 10" | 9 | 3+ | 2 | 1-3 | M | |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| LIGHT CALIBRE BATTERY | 5+ | 6 | 1 | S (L) | CALIBRE (L), LINKED-1 |
| LIGHT CALIBRE BATTERY | 5+ | 6 | 1 | S (R) | CALIBRE (L), LINKED-2 |
| MEDIUM CALIBRE BATTERY | 4+ | 4 | 1 | S (L) | LINKED-1 |
| MEDIUM CALIBRE BATTERY | 4+ | 4 | 1 | S (R) | LINKED-2 |
| WASP DRONES | 3+ | D3+1 | 1 | F/S/R | CLOSE ACTION |

**THESEUS:**
LENGTH: 990M
BEAM: 262M (VARIABLE)
HEIGHT: 311M (VARIABLE)
DISPLACEMENT:
7,438,000M$^3$

**Known ships of the class:** *Hypatia, Phaeton, Voltaire, Bright Mind*

The Theseus class is one of the few examples of its designation in the Republic's Grand Fleet as light cruisers appear not to be in vogue among PHR naval architects. However, the Theseus has proven capable and has successfully carved itself a niche in the Republic's strategies. Its lack of prow weapon is compensated for by improved speed, allowing it to keep pace with the lighter ships typically employed in PHR raiding parties and flanking formations.

The Theseus carries a mixed-calibre payload, matching banks of light mass drivers with medium ones. This gives the class enhanced flexibility at the expense of ultimate firepower. This loadout is also configured to be independently targeting, allowing it to engage multiple targets with a single broadside while on the move. This enhances its peripheral role on the battlefield as it can engage the multiple small ships most likely sent to thwart its formation's mission.

# EUROPA

FRIGATE

40 PTS

LENGTH: 667M (VARIABLE)
DISPLACEMENT: 3,089,000M$^3$

| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| EUROPA | 8" | 3" | 10" | 5 | 3+ | 3 | 2-4 | L |  |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| MEDIUM CALIBRE BANK | 4+ | 3 | 1 | S(L) | LINKED-1 |
| MEDIUM CALIBRE BANK | 4+ | 3 | 1 | S(R) | LINKED-1 |
| MOSQUITO DRONES | 4+ | 2 | 1 | F/S/R | CLOSE ACTION |

**Known ships of the class:** *Steadfast, Countenance of Janus, Open Future, Cold Warrior*

The Europa class is the standard gun-armed frigate in the Republic's Grand Fleet. Indeed, it is perhaps the most common of all full-sized PHR fighting vessels yet encountered in the Reconquest. It offers a powerful combination of enhanced toughness, defences and increased firepower when compared to its contemporaries fielded by other races, at the expense of speed and some tactical flexibility.

It is armed with two banks of four medium-calibre mass drivers, making it one of the few known vessels of frigate tonnage with a broadside armament. The limited traverse mountings of the guns allows for efficient use of space and increased firepower in much the same manner as larger PHR ships. As a result, skilful manoeuvre allows a captain to unleash both broadsides on two targets, effectively putting out twice the firepower of its UCM equivalent, the Toulon. The downside of this arrangement is that the Europa has no long ranged weapons covering its forward quarter, making positioning and advance planning crucial for ensuring maximum lethality.

# PANDORA

FRIGATE

50 PTS

LENGTH: 657M (VARIABLE)
DISPLACEMENT: 2,957,000M$^3$

| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| PANDORA | 8" | 3" | 10" | 5 | 3+ | 3 | 2-4 | L |  |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| SUPERNOVA LASER | 3+ | 1 | 1 | F(N) | BURNTHROUGH (3), FLASH |
| MOSQUITO DRONES | 4+ | 2 | 1 | F/S/R | CLOSE ACTION |

**Known ships of the class:** *Cyclopean Gaze, Brightflame, Lance of Athena, Illuminator*

The Pandora class frigate is a highly advanced vessel and one of the smallest yet encountered to be equipped with a sustained burn type anti-ship laser. Such weapons require considerable power to reach yield, highlighting the efficiency and potency of PHR fusion generators. At this time it would certainly be impossible for the UCM to match this achievement in miniaturisation with anything like the same destructive energies this marvel is capable of bringing to bear. Fortunately for its enemies, the difficulty of creating such a vessel is evident in its relative scarcity when compared to other PHR ships.

In battle, the Pandora fulfils a very different role and mode of attack to the Europa. Its single long ranged weapon is integrated into its hull and restricted to a narrow fire arc at the prow, resulting in a more focused form of attack that tends to single out a specific high value target. Like most such weapons, the Pandora's Supernova laser generates significant heat on the target, marking it for the guns of other waiting PHR ships, lending the Pandora a secondary support role.

# CALYPSO

## Frigate

37 pts

Length: 657m (variable)
Displacement: 3,325,000m³

| Name | Scan | Sig | Thrust | Hull | A | PD | G | T | Special |
|---|---|---|---|---|---|---|---|---|---|
| Calypso | 8" | 3" | 10" | 5 | 3+ | 3 | 1-2 | L | Advanced ECM Suite, Rare |

| Type | Lock | Attack | Damage | Arc | Special |
|---|---|---|---|---|---|
| Mosquito Drones | 4+ | 2 | 1 | F/S/R | Close Action |

**Special Rule - Advanced ECM Suite:** Once per turn, when a friendly ship within 4" is being targeted by an opponent's weapon, you may add 1 to one weapon systems Lock Value for the remainder of the turn. In order to be affected, ships must be on the same orbital layer as the Calypso, in addition the Calypso can choose to target itself. This is cumulative with other Advanced ECM Suites.

**Known ships of the class:** *Foe Confounded, Deep Blue, Waves of Lamarr, Inviolate*

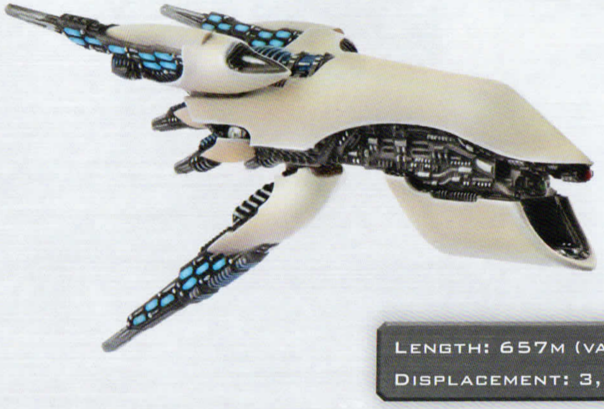
The Calypso class frigate is a highly unusual vessel and one of the most effective demonstrations of the Republic's mastery of electronic warfare, in this case through the use of a highly advanced ECM suite. This system is designed to confuse and disrupt an enemy's targeting equipment, causing substantial loss of accuracy. This effect can be leveraged against a single enemy ship firing at the Calypso or more importantly, a ship in the vicinity of the Calypso. This makes it an excellent escort vessel for larger, high value targets such as flagships and carriers.

The downside to this system is that it takes up a considerable amount of hull space. Indeed, its underslung emitter plates are highly visible, making this ship easy to identify, if not to deal with. As a result, it carries few weapons of its own. Most admirals agree though that this is a small price to pay for reducing the effectiveness of enemy fire and potentially rendering a mighty battleship's primary weapon impotent at a crucial moment in the battle.

# ANDROMEDA

## Escort Carrier

42 pts



Length: 657m (variable)
Displacement: 3,212,000m³

| Name | Scan | Sig | Thrust | Hull | A | PD | G | T | Special |
|---|---|---|---|---|---|---|---|---|---|
| Andromeda | 8" | 3" | 10" | 5 | 3+ | 3 | 2-4 | L | Launch |

| Type | Lock | Attack | Damage | Arc | Special |
|---|---|---|---|---|---|
| Mosquito Drones | 4+ | 2 | 1 | F/S/R | Close Action |

| Load | Launch | Special |
|---|---|---|
| Fighters and Bombers | 1 | |

**Known ships of the class:** *Young Mother, Columbus, Wright Flyer, Shoal Princess*

The Andromeda class escort carrier is a vessel of frigate tonnage which features a launch hangar for strike craft, an unusual feature for such a small ship. Its role in battle is usually to seek out and destroy enemy rearguard assets with waves of lethal bombers through their longer range and by gaining an advantageous launch position with its superior speed over larger PHR fleet carriers. Its secondary role is to provide close protection fighter screens for friendly ships as required.

The creation of such a vessel stems for the Republic's smaller reserve of manpower and seemingly focused mission in this war, sometimes calling for small, elite strike forces on occasions where sheer might is unnecessary. Andromedas are a frequent fixture in PHR raiding parties which normally only consist of small ships. In these missions, the escort carriers are able to keep up with the other vessels in the taskforce while providing a vital support and long range strike role.

# MEDEA

## STRIKE CARRIER

**39 PTS**

Length: 654m (variable)
Displacement: 3,214,000m$^3$

| Name | Scan | Sig | Thrust | Hull | A | PD | G | T | Special |
|---|---|---|---|---|---|---|---|---|---|
| Medea | 8" | 3" | 10" | 5 | 3+ | 3 | 1-2 | L | Launch, Open, Atmospheric |

| Type | Lock | Attack | Damage | Arc | Special |
|---|---|---|---|---|---|
| Bombardment Turret | 4+ | 2 | 1 | F/S | Bombardment, Low Level |
| Mosquito Drones | 4+ | 2 | 1 | F/S/R | Close Action |

| Load | Launch | Special |
|---|---|---|
| Dropships | 1 | |

**Low Level:** This weapon may be fired from Atmosphere with no penalties to it's lock value.

**Known ships of the class:** *Castor, Homeshell, Hellbringer, Alesia*

The Medea class strike carrier is a first wave assault vessel and the primary means of planetfall for the PHR's dropships. These small craft are deployed into the upper atmosphere, delivering the PHR's armoured forces direct to the frontline. They excel at attacking redoubts and routing out enemy ground troops. Most notably, the vast majority of the highly advanced type 1-5 Battle Walkers that are so infamous deploy in this manner.

In addition, the Medea features a small but effective pair of under-slung mass drivers to support its ground forces directly. While not as devastating as true bombardment weapons, these guns can nevertheless be called upon to for close support missions, dropping precision ordnance on the foes of the Republic. It is designed to stay on station for some time after its drop is complete, assisting the PHR's perennially outnumbered forces.

# ECHO

## CORVETTE

**30 PTS**

| Name | Scan | Sig | Thrust | Hull | A | PD | G | T | Special |
|---|---|---|---|---|---|---|---|---|---|
| Echo | 8" | 2" | 12" | 2 | 4+ | 2 | 1-3 | L | Atmospheric, Stealth, Outlier |

| Type | Lock | Attack | Damage | Arc | Special |
|---|---|---|---|---|---|
| Medium Calibre Turret | 4+ | 2 | 1 | F | |
| Vespa Drones | 4+ | 3 | 1 | F/S/R | Air to Air, Close Action |

**Known ships of the class:** *Silence, Isolator, Cloudhunter, Mist Cleaver*

The Echo class corvette is a small, atmospheric-capable vessel of sub-frigate tonnage designed to prow the atmosphere for vulnerable prey, such as strike carriers. Armed with a heavy missile payload, the Echo is adept at decimating the larger targets which it hunts. It is also armed with a pair of mass drivers buried within its streamlined hull, making it a threat to enemy ships at range when fighting in the void. In combination, this makes the Echo more heavily armed than any equivalent ship of another race.

It is also rare among PHR ships in that it is designed with stealth in mind. This means that Echo's can fire some of their weapons while silent running, making them capable void operators due to their mass driver armament, which can be fired at ranges from which the enemy cannot hope to return fire.

# ASSETS & ADMIRALS

| Torpedoes | | | | |
|---|---|---|---|---|
| | Thrust | Attack | Lock | Damage |
| PHR | 9" | 1 | 2+ | 6 |

| Fighters | | |
|---|---|---|
| | Thrust | Point Defence Bonus |
| PHR | 20" | +4 |

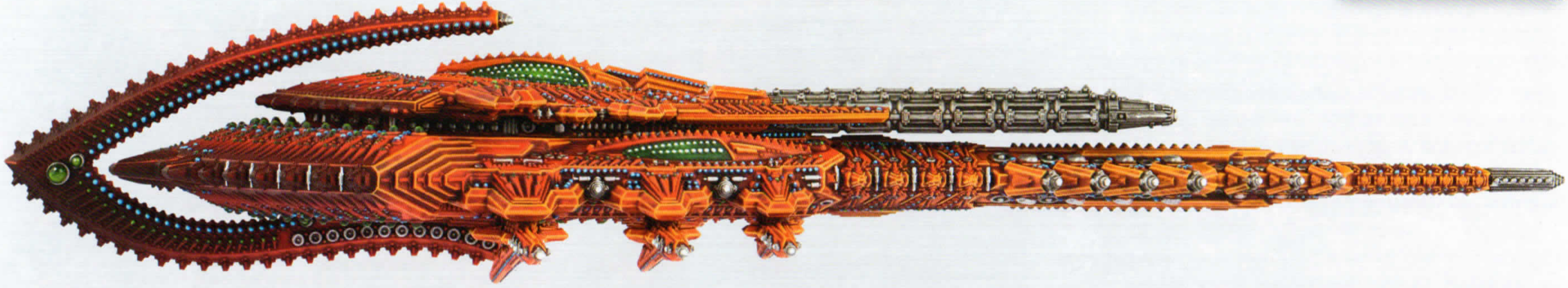
| Bombers | | | | |
|---|---|---|---|---|
| | Thrust | Attack | Lock | Damage |
| PHR | 12" | 2 | 2+ | 1 |

| Admiral | AV | Allowed | Pts |
|---|---|---|---|
| Fleet Vizier | 2 | S/C/B | 20 |
| Vice Director | 3 | S/C/B | 40 |
| Director | 4 | C/B | 80 |
| High Director | 5 | C/B | 100 |
| Grand Director | 6 | B | 140 |

# DIAMOND

## BATTLESHIP

**270 PTS**



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| DIAMOND | 12" | 4"/<br>20" | 8" | 18 | 4+/<br>4+ | 12 | 1 | S | LAUNCH |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| DISINTEGRATOR BATTERY | 3+ | 4 | 1 | F/S (L) | |
| DISINTEGRATOR BATTERY | 3+ | 4 | 1 | F/S (R) | |
| PARTICLE LANCE TRIAD | 2+ | 3 | 2 | F (N) | PARTICLE, BLOOM, CRIPPLING |
| HARPOON TORRENT | 4+ | 6 | 1 | F/S/R | CLOSE ACTION |

| LOAD | LAUNCH | SPECIAL |
|---|---|---|
| GATES | 1 | |

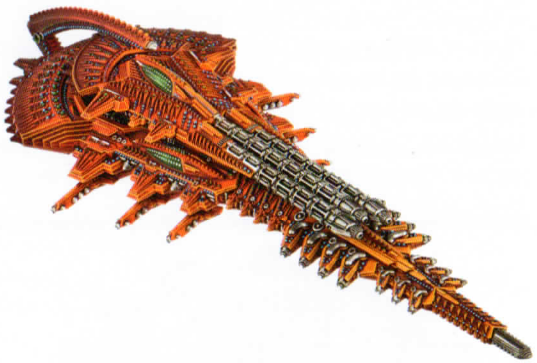
**DIAMOND:**

LENGTH: 1546M

BEAM: 592M

HEIGHT: 275M

DISPLACEMENT: 23,839,000$M^3$



**Encountered ships of the class:** *Void's Needle, Claw of Anubis, Bloodlust, Lord of Slaughter*

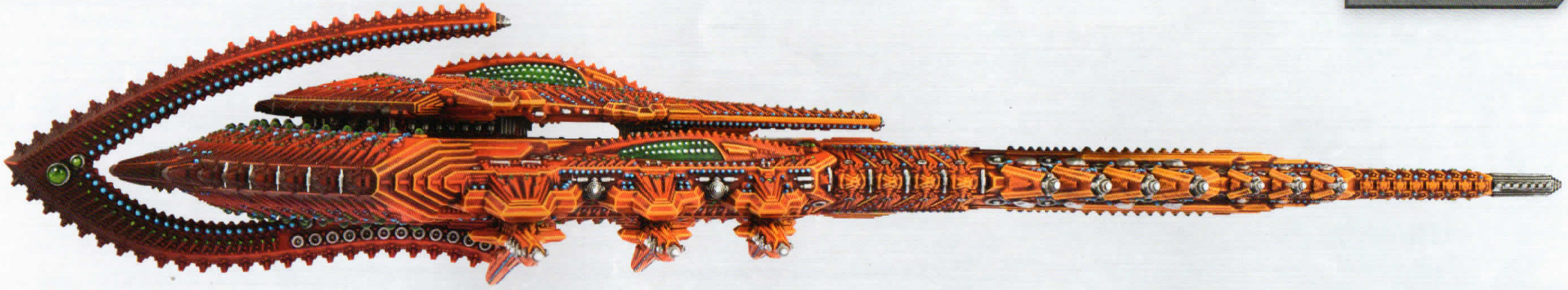
The Diamond Class battleship is a truly frightening spectacle. Stretching 1546 meters in length, this mighty vessel is one of the largest known battleships and an imposing figurehead for any fleet. Despite their rarity, more UCMF officers ranking Admiral or above have met their deaths at the hands of one of these leviathans than any other type of ship in the Reconquest. This has caused many to speculate that the aliens use them to specifically hunt flagships, or simply that their captains treat the slaying of an opposite number as the highest achievement, such as it can be when fighting humans.

In addition to a pair of disintegrator banks, the Diamond class' primary armament is a triad of super particle lances. These vast weapons extend through half the ship's entire length and are fixed in the forward arc, such is their unknowable mass. These monstrosities have the ability to scythe through any armour like butter, their beams frequently passing right through a capital ship. While their damage dealing ability is potent, their real strength lies in reliability – the certainty that the enemy will feel the Diamond's wrath, no matter how well protected it is.

# PLATINUM

## SUPERCARRIER

270 PTS



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| PLATINUM | 12" | 4"/<br>20" | 8" | 18 | 4+/<br>4+ | 12 | 1 | S | LAUNCH |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| DISINTEGRATOR BATTERY | 3+ | 4 | 1 | F/S (L) | |
| DISINTEGRATOR BATTERY | 3+ | 4 | 1 | F/S (R) | |
| HARPOON TORRENT | 4+ | 6 | 1 | F/S/R | CLOSE ACTION |

| LOAD | LAUNCH | SPECIAL |
|---|---|---|
| FIGHTERS & BOMBERS | 7 | |
| GATES | 1 | |

**PLATINUM:**

LENGTH: 1546M

BEAM: 592M

HEIGHT: 275M

DISPLACEMENT:

21,618,000M$^3$

**Encountered ships of the class:** *Aten, Crimson Monolith, Eternal Nightfall, Ancient Solace*

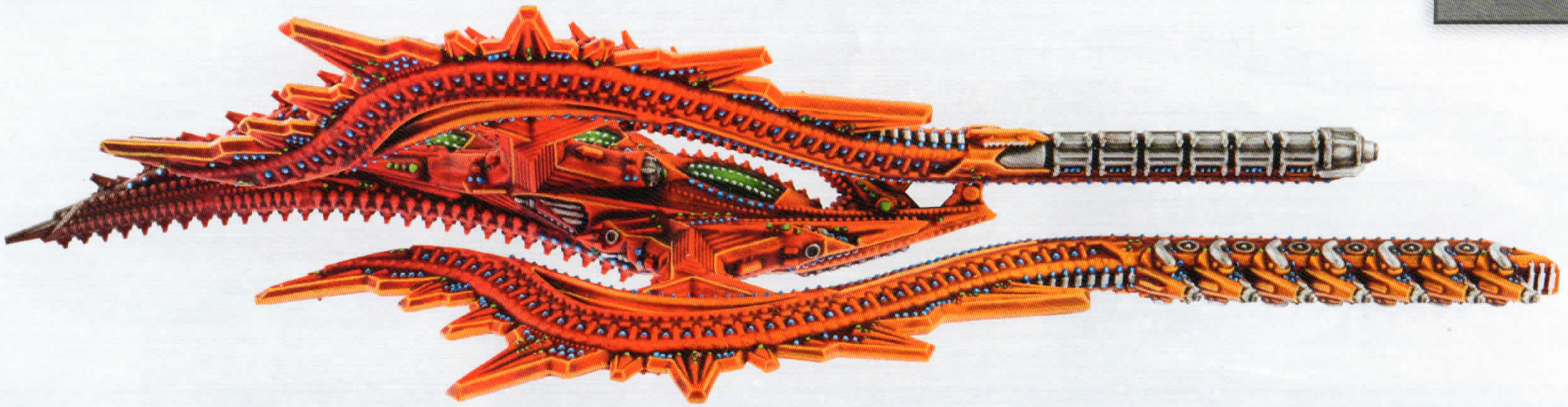
The Platinum Class shares the same basic hull design as the Diamond class, but its internal space and vast upper levels are dominated by an enormous flight deck, making this vessel a supercarrier by UCM reckoning. The Platinum class can unleash swarms of fighters and bombers in an unstoppable tide of destruction, in volumes and quality that few other ships can match. In addition (and like its cousin the Diamond) it also serves the secondary function of mothership, carrying a small number of ground troops to supplement surface landings.

Ships of this class are among the most ancient vessels ever encountered by mankind. Indeed, the very first non-human ship to make contact with humanity on the now famous exploration frigate Endurance was the Platinum classSupercarrier Aten. During the then cordial relations between Shaltari and Human, the Starchief at the helm of the mighty ship proudly proclaimed that it was over 7000 Earth years of age, and that was well over 300 years ago. Their continued survival over the millennia is due in part to their scale, but mostly to the extended combat range granted by its strike craft, ensuring that finally ending one of these behemoths is a challenging task in the extreme.

# ADAMANT / RUBY

## BATTLECRUISER

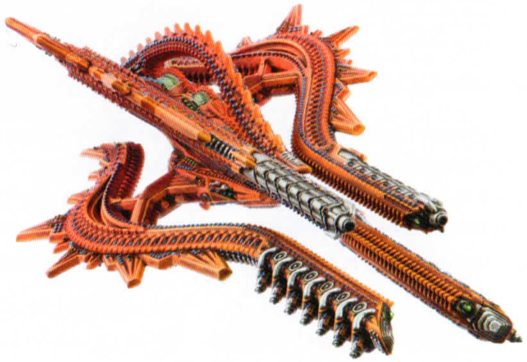
**200 PTS**



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| ADAMANT / RUBY | 12" | 3"/<br>16" | 10" | 13 | 5+/<br>4+ | 9 | 1 | H | |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| DISINTEGRATOR BATTERY | 3+ | 4 | 1 | F/S(R) | |
| DISINTEGRATOR BATTERY | 3+ | 4 | 1 | F/S (L) | |
| PARTICLE LANCE PAIR | 3+ | 2 | 2 | F (N) | PARTICLE |
| HARPOON CASCADE | 4+ | 3 | 1 | F/S/R | CLOSE ACTION |

**ADAMANT:**
LENGTH: 1198M
BEAM: 499M
HEIGHT: 297M
DISPLACEMENT:
10,938,000M$^3$



**Encountered ships of the class:** *Eternity of Carnage, Blackness Unending (Adamant class), Perpetual, Bringer of Final Death, Ages Scarlet (Ruby class)*

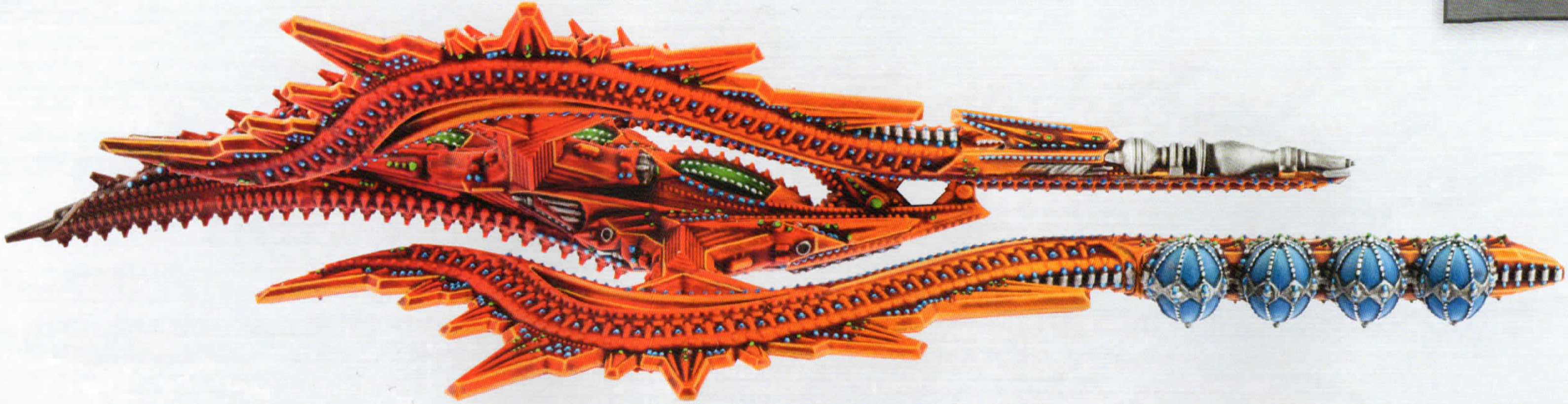
The Adamant and Ruby class battlecruisers are highly potent vessels designed for maximum firepower in a fast, sleek package. Both classes are excellent interdiction vessels, superlative in the arts of flanking sweeps and the annihilation of enemy supply convoys behind the lines. They feature battleship-level firepower in a fast package which can keep up with cruisers, making them popular command ships for missions that require speed above toughness. However, they lack a battleship's ability to take punishment, requiring dexterity, restraint and opportunistic aggression in equal measure from their captains.

Of the two classes, the Ruby is somewhat more common, but both share the same armament and capability. Firstly, a pair of disruptor banks gives them the base firepower of an Amber class cruiser. Added to this is a pair of lethal particle lances – weapons which can slice through any armour ranged against them. Unlike cruisers, these battlecruisers can generate enough energy to fire the pair simultaneously during manoeuvres, making this ship more deadly than even heavy cruisers in extreme combat.

# PALLADIUM / SAPPHIRE

BATTLECRUISER

185 PTS



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| PALLADIUM / SAPHIRE | 12" | 3"/ 16" | 10" | 13 | 5+/ 4+ | 9 | 1 | H | |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| ION AURA | 3+ | D6+3 | 1 | F/S/R | CLOSE ACTION (BEAM), ALT-1 |
| ION STORM | 2+ | 4 | 1 | F/S/R | BOMBARDMENT, ALT-1 |
| GRAVITY COILS | 2+ | 2 | 1 | F(N) | IMPEL-2 |
| HARPOON CASCADE | 4+ | 3 | 1 | F/S/R | CLOSE ACTION |

**Encountered ships of the class:** *Clairvoyance, Prime Foretold (Palladium class), Ra's Orb, Forever in Wisdom, Supreme (Sapphire class)*

The Palladium and Sapphire class battlecruisers are more specialised than their conventionally aggressive kin, the Adamant and Ruby classes. While the latter is designed for high speed conventional combat, the Palladium and Sapphire are conceived for disruption and close range engagements. Although both classes aren't commonly encountered, the Palladium is certainly rarer than the Sapphire. Why this should be is uncertain, although the generally accepted theory is that the Adamant/ Palladium type hull is an ancient design no longer manufactured, having been superseded by the more recent Ruby/ Sapphire type.

In combat, these vessels rely on a pair of ion storm generator banks to inflict crippling damage, and these weapons are equally as devastating in the close action and orbital bombardment roles. Their second main armament is a pair of gravity coils. These forward facing constructs create a highly localised and damaging beam of gravitic disturbance, ripping chunks from hulls, crushing bulkheads under their own weight and even changing the heading of a multi-thousand ton warship, disrupting the battle plan of any foe.

**PALLADIUM:**
LENGTH: 1198M
BEAM: 499M
HEIGHT: 297M
DISPLACEMENT: 11,436,000M$^3$

# ONYX

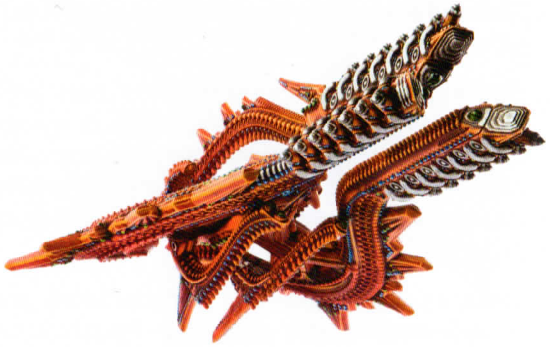
## HEAVY CRUISER

165 PTS

| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| ONYX | 12" | 3"/<br>16" | 8" | 11 | 5+/<br>4+ | 9 | 1 | H | |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| DISINTEGRATOR BATTERY | 3+ | 4 | 1 | F | |
| DISINTEGRATOR BATTERY | 3+ | 4 | 1 | F/S (L) | |
| DISINTEGRATOR BATTERY | 3+ | 4 | 1 | F/S (R) | |
| HARPOON CASCADE | 4+ | 3 | 1 | F/S/R | CLOSE ACTION |

**ONYX:**
LENGTH: 996M
BEAM: 481M
HEIGHT: 289M
DISPLACEMENT:
6,958,000M$^3$



**Encountered ships of the class:** *Unending, Folly of Death, Doomsayer, Scythe of Ages*

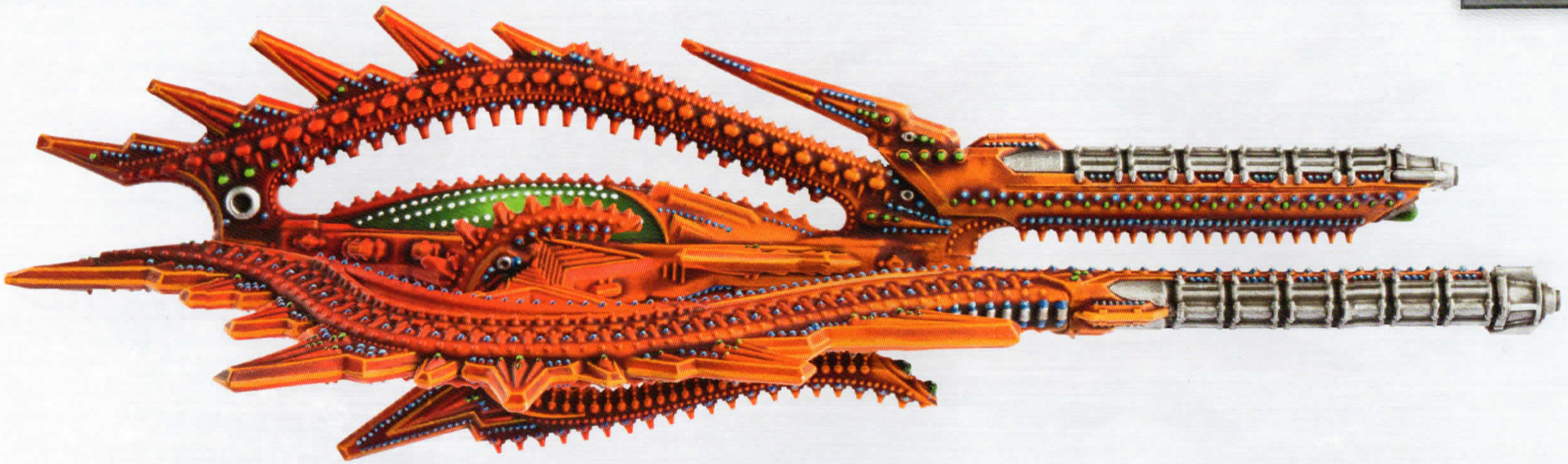
The Onyx class is the most commonly encountered Shaltari heavy cruiser type. Command of one is frequently the stepping stone to greatness for Starchiefs, since it offers all the awesome destructive power needed to score the choicest kills. Its hull is bulker than a standard cruiser, leading to greater resilience at the expense of speed. However, it is less tough than its equivalents from other races although it compensates for this small shortcoming with superlative scan range, advanced energy shields and fantastic point defence abilities when shields are down.

The Onyx is armed with three banks of disruptors. These energy based weapons are more dangerous than standard guns, albeit at the expense of more limited fire arc than turreted armaments. By far, the Onyx is at its most deadly when unleashing all three of these lethal batteries, although it cannot manoeuvre while doing so, making it best suited for action in the heart of the battle where targets are plentiful.

# OBSIDIAN

## HEAVY CRUISER

155 PTS



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| OBSIDIAN | 12" | 3"/<br>16" | 8" | 11 | 5+/<br>4+ | 9 | 1 | H | |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| PARTICLE LANCE | 3+ | 1 | 2 | F (N) | PARTICLE, LINKED-1 |
| PARTICLE LANCE | 3+ | 1 | 2 | F (N) | PARTICLE, LINKED-1 |
| PARTICLE LANCE | 3+ | 1 | 2 | F (N) | PARTICLE |
| HARPOON CASCADE | 4+ | 3 | 1 | F/S/R | CLOSE ACTION |

**Encountered ships of the class:** *Honour Above Death, Black Immortal, Future Path, Woemaker*

The Obsidian class heavy cruiser is one of the most feared ships in the Shaltari tribal fleets as it generally hunts the largest and grandest of prey. Crews of Obsidians take great honour in slaying opponents larger than themselves and many of the class' captains have been subsequently elevated to Starchief. Enemy flagships, carriers and battleships are frequently targets for the Obsidian's wrath, such is the concentrated nature of its awesome firepower.

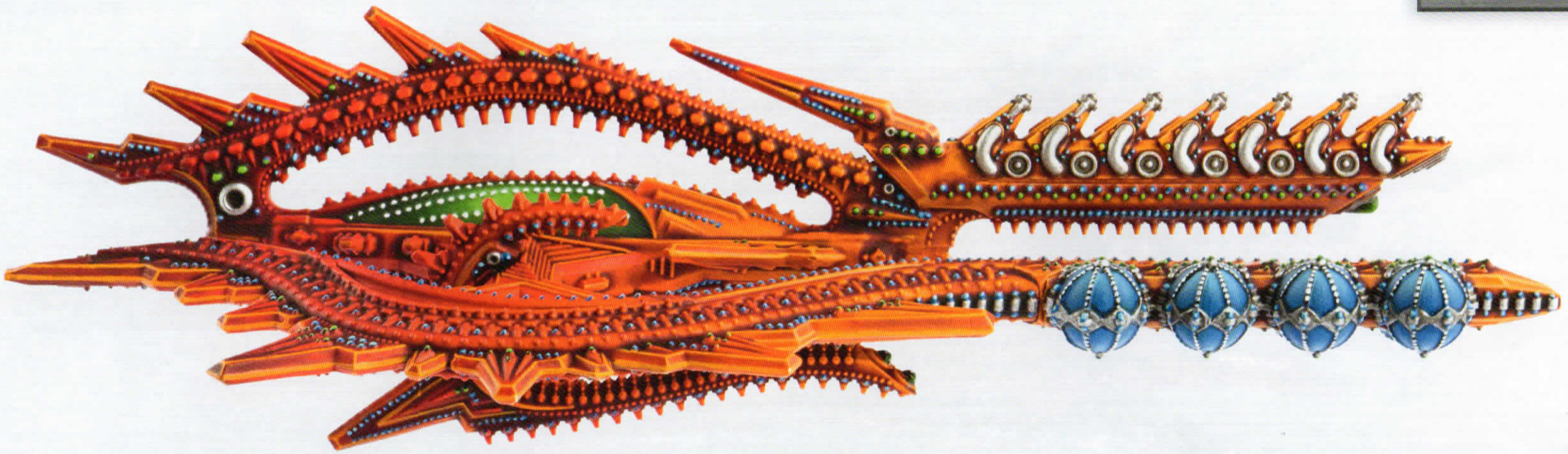
It is armed with a trio of forward facing particle lances – weapons of focused fury able to slice through any known armour with preposterous ease. Since armour serves virtually no protection against these weapons, they are frequently turned on the toughest, best protected ships in an enemy fleet, where this advantage is most telling. The only downside to these weapons is their lack of ultimate damage potential, although they more than make up for this in their ability to cause harm in a highly predicable and reliable way, making the Obsidian an excellent choice when the odds of failure must be minimised.

**OBSIDIAN:**
LENGTH: 974M
BEAM: 481M
HEIGHT: 289M
DISPLACEMENT:
6,346,000M$^3$

# JET

## HEAVY CRUISER

165 PTS



| Name | Scan | Sig | Thrust | Hull | A | PD | G | T | Special |
|---|---|---|---|---|---|---|---|---|---|
| Jet | 12" | 3"/<br>16" | 8" | 11 | 5+/<br>4+ | 9 | 1 | H | |

| Type | Lock | Attack | Damage | Arc | Special |
|---|---|---|---|---|---|
| Harpoon Cascade | 4+ | 3 | 1 | F/S/R | Close Action |
| Disintegrator Battery | 3+ | 4 | 1 | F | |
| Ion Aura | 3+ | D6+3 | 1 | F/S/R | Close Action (Beam), Alt-1 |
| Ion Storm | 2+ | 4 | 1 | F/S/R | Bombardment, Alt-1 |

**Jet:**

Length: 996m

Beam: 481m

Height: 289m

Displacement: 7,262,000m³

**Encountered ships of the class:** *Cobalt Shadow, Inviolate Centuries, Starpride, Pure Knowing*

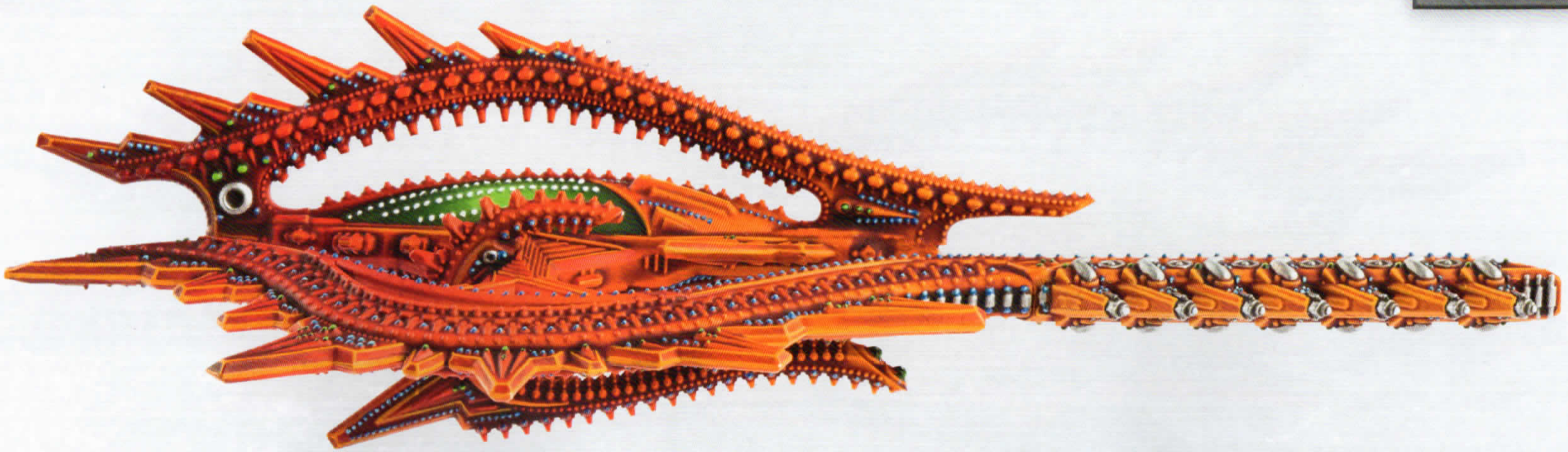
The Jet class heavy cruiser is one of the most flexible available to the tribal fleets. It can be applied effectively to a variety of missions and situations with its varied fire options making it equally effective at orbital bombardment, close action attack or ranged ship-ship action. The skill in utilising this class, as demonstrated by its best and most ancient of captains, is to put it in a position where more than one of these offensive means can be brought to bear simultaneously. Unusually, this seems to be a new class, with the first sighting only a few years before the Reconquest began, indicating that Shaltari technology is still evolving, albeit at a slower pace than other races.

It is armed primarily with two banks of ion storm generators. These eldritch weapons generate waves of coruscating energy at close ranges and can be turned on ships (bypassing all point defences in the process) or on surface targets, lashing whole districts to rubble in seconds. For longer range ship-ship combat, the Jet is equipped with a single bank of disintegrators, which are normally used when closing in on the enemy with the combined fury with its other weapons.

# AMBER

## CRUISER

**110 PTS**



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| AMBER | 12" | 3"/<br>16" | 10" | 9 | 5+/<br>4+ | 9 | 1-2 | M | |

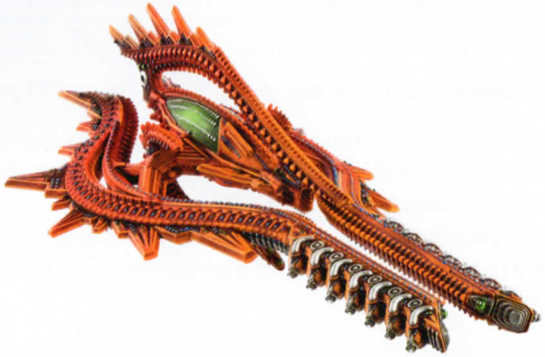
| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| DISINTEGRATOR BATTERY | 3+ | 4 | 1 | F/S (L) | |
| DISINTEGRATOR BATTERY | 3+ | 4 | 1 | F/S (R) | |
| HARPOON CASCADE | 4+ | 3 | 1 | F/S/R | CLOSE ACTION |

**Encountered ships of the class:** *Sands of Time, Cerulean, Sobek's Memory, Elder Warrior*

The Amber is the standard cruiser class in most Shaltari tribal fleets and is one of the most commonly encountered Shaltari capital ships. It is armed with a pair of disintegrator banks, each with the destructive power equal to a UCM Rio class' primary armament. When both banks can be fired, the Amber is one of the most dangerous conventionally armed cruisers in the conflict. Great age is frequently evident in the micro-scaring of the hulls of Amber class vessels which indicate that this design is one of the oldest in the tribal fleets.

Like almost all Shaltari warships, the Amber features an advanced all-encompassing energy shield which can be raised or lowered to suit circumstances, as well as point defence capabilities in excess of any equivalent from a less advanced race. The only downside of such systems is that they interfere with each other, and as a result both cannot be operated at once. These valuable lessons were learned the hard way by the UCM which has lost more ships to this particular class than any other in its history.

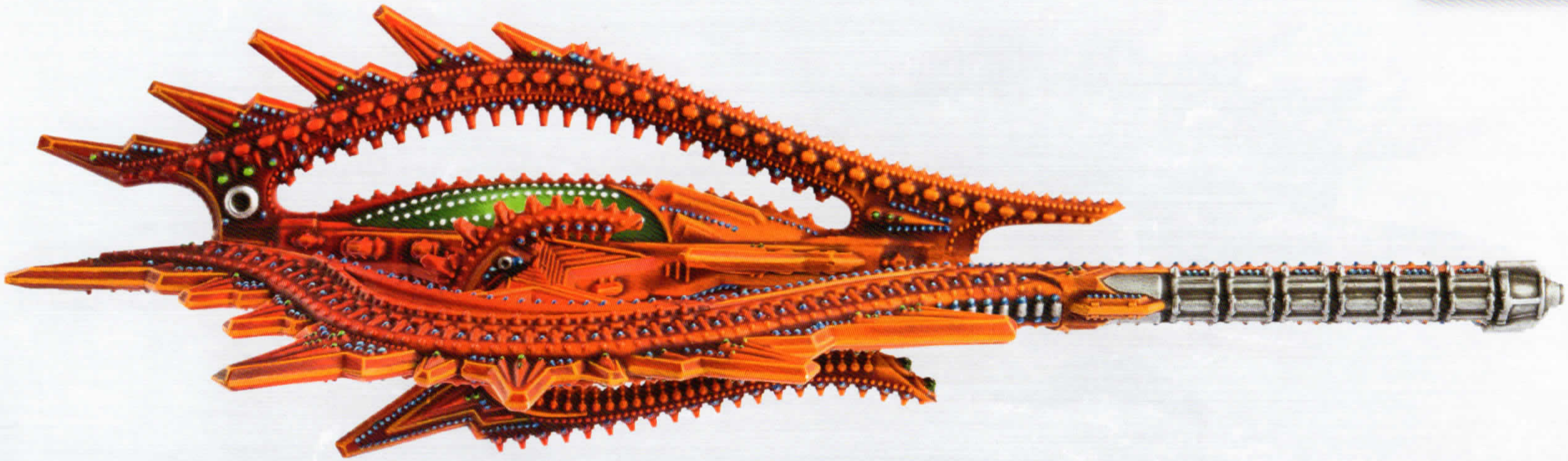
**AMBER:**
LENGTH: 996M
BEAM: 481M
HEIGHT: 289M
DISPLACEMENT:
6,296,000M$^3$



# GRANITE

## CRUISER

100 PTS



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| GRANITE | 12" | 3"/ 16" | 10" | 9 | 5+/ 4+ | 9 | 1-2 | M | |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| PARTICLE LANCE | 3+ | 1 | 2 | F (N) | PARTICLE |
| PARTICLE LANCE | 3+ | 1 | 2 | F (N) | PARTICLE |
| HARPOON CASCADE | 4+ | 3 | 1 | F/S/R | CLOSE ACTION |

**GRANITE:**
LENGTH: 974M
BEAM: 481M
HEIGHT: 289M
DISPLACEMENT:
5,887,000M$^3$

**Encountered ships of the class:** *Sorrow, Aeon's Light, Mind's Eye, One True Ending*

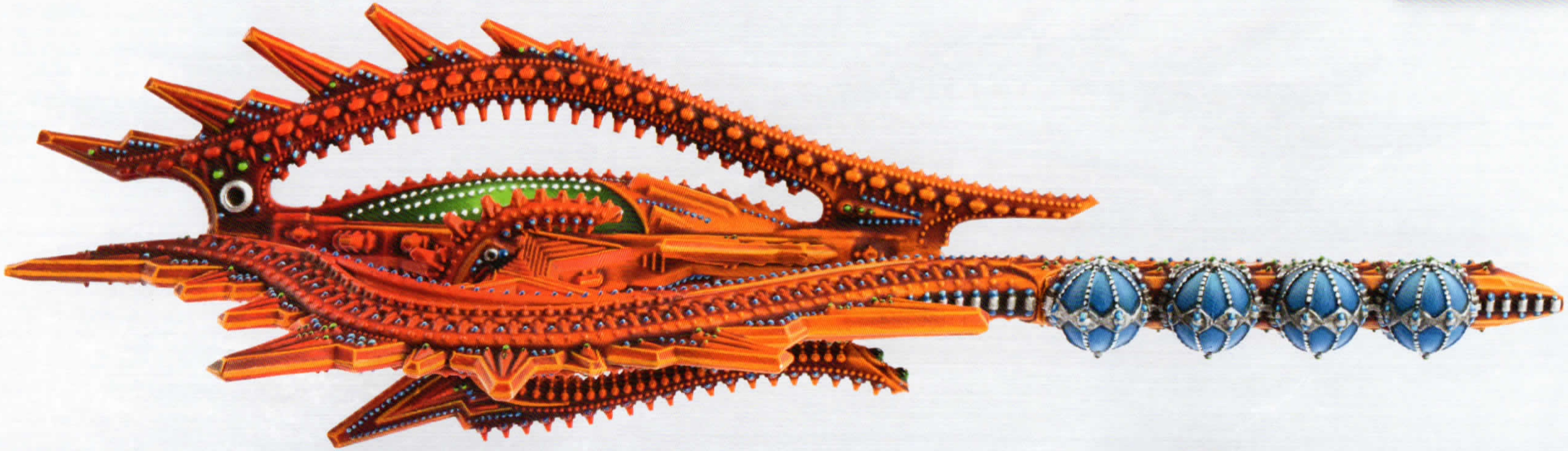
The Granite class cruiser is a lethal predator of the void, configured specifically for hunting priority targets, marked for destruction in the early stages of battle. It is a highly reliable and predictable dealer of death, much like its heavier cousin the Obsidian class. The Granite offers superior speed and reduced cost, making it more practical for general use, especially against valuable smaller ships where use of an Obsidian would frankly be overkill. The Granite is also a better choice during advanced manoeuvres as when it cannot unleash all its weapons, it is the equal of the bulkier ship in firepower.

Both of its primary weapon hardpoints are occupied by a pair of particle lances, the same weapons which lend its larger cousin superlatively dependable damage dealing ability. This class is the most common capital ship to mount these weapons and is most often the first contact an unfortunate UCM captain will have with these weapons. That captain must learn quickly that armour is no protection and that evasive action is the only means of avoiding a cold, starlit grave.

# TURQUOISE

## CRUISER

**115 PTS**



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| TURQUOISE | 12" | 3"/<br>16" | 10" | 9 | 5+/<br>4+ | 9 | 1-2 | M | |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| ION AURA | 3+ | D6+3 | 1 | F/S/R | CLOSE ACTION (BEAM), ALT-1 |
| ION STORM | 2+ | 4 | 1 | F/S/R | BOMBARDMENT, ALT-1 |
| HARPOON CASCADE | 4+ | 3 | 1 | F/S/R | CLOSE ACTION |

**Encountered ships of the class:** *Stormcrow, Sundered Sky, Nomad, Tsunami*

The Turquoise class cruiser is a highly unusual vessel as it is designed for both close action assault against other ships as well as orbital bombardment and is equally as dangerous in both roles. It has no equivalent in the fleets of other races and opponents must judge this class on its own unique merits without familiar comparison. Its dual role lends it best to first wave sorties against defended positions, where shock and awe is at its most potent. Typically, the Turquoise will close at full speed with the enemy to destroy opposition immediately above a bombardment site before proceeding to lay waste to the surface. This also allows a single ship to enact this task rather than two, making best use of the Shaltari's small numbers.

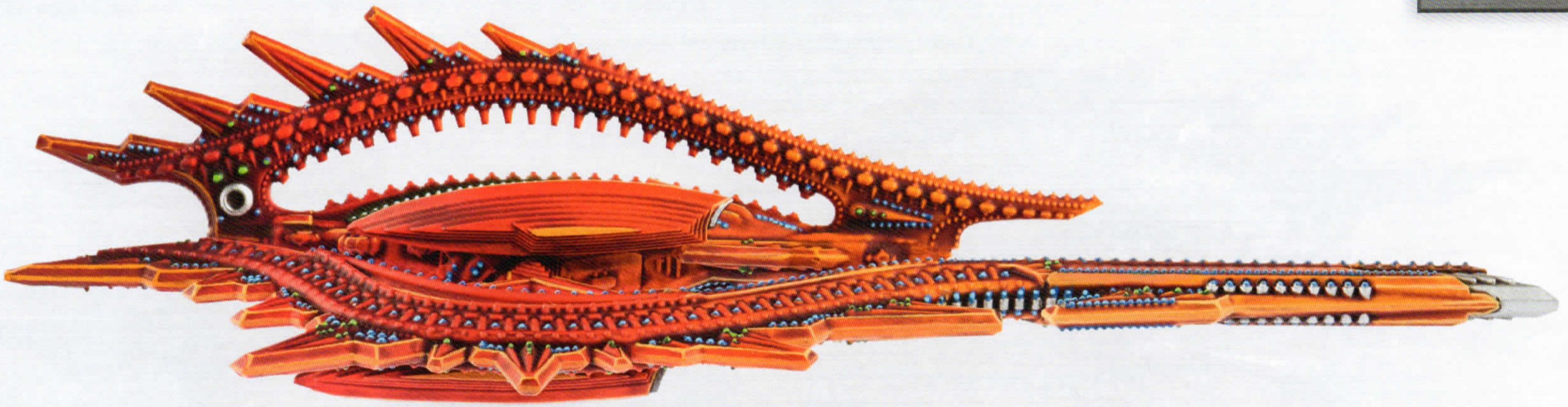
Its unusual mission profile is facilitated by its armament – twin banks of ion storm generators. As with its more all-round and larger cousin the Jet class, these weapons can unleash savage waves of energy against both ships and surface targets at close distances. However, unlike the Jet it does not feature any other main armaments, making it a more focused tool for up-close and personal destruction.

**TURQUOISE:**
LENGTH: 996M
BEAM: 481M
HEIGHT: 289M
DISPLACEMENT:
6,600,000M$^3$

# BASALT

## FLEET CARRIER

145 PTS



| Name | Scan | Sig | Thrust | Hull | A | PD | G | T | Special |
|---|---|---|---|---|---|---|---|---|---|
| Basalt | 12" | 3"/<br>16" | 10" | 9 | 5+/<br>4+ | 9 | 1 | M | Launch |

| Type | Lock | Attack | Damage | Arc | Special |
|---|---|---|---|---|---|
| Disruptors | 4+ | 6 | 1 | F(N) | |
| Harpoon Cascade | 4+ | 3 | 1 | F/S/R | Close Action |

| Load | Launch | Special |
|---|---|---|
| Fighters & Bombers | 4 | |

**BASALT:**
LENGTH: 996M
BEAM: 481M
HEIGHT: 254M
DISPLACEMENT:
6,766,000M$^3$

**Encountered ships of the class:** *Limitless, Sanctity of Sekhmet, Verdant, Fatebringer*

The Basalt class fleet carrier is the Shaltari tribes primary launch vessel for strike craft such as fighters and bombers. As a dedicated carrier, it tends to operate towards the rear of an engagement, utilising the superior effective range of its charges to stay out of harm's way while inflicting appalling damage on the enemy. It also carries a reasonable ship-ship armament in the form of a pair of disruptors, allowing it to defend itself directly if called upon to do so.

While Shaltari bombers are undoubtedly dangerous, it's often the fighters than fulfil the most useful role within a tribal fleet. Since Shaltari point defence is inoperable when a ship's shields are up, they are often the only counter to enemy close action attack and enemy bombers, especially if they are able to close with the Shaltari and survive the approach. As such, the Basalt is crucial pillar around which many of the bloodiest engagements are planned – a powerful factor, since Shaltari fighters are some of the fastest and most potent known to mankind.

# EMERALD

## Mothership

100 pts

| Name | Scan | Sig | Thrust | Hull | A | PD | G | T | Special |
|---|---|---|---|---|---|---|---|---|---|
| Emerald | 12" | 3"/<br>16" | 10" | 9 | 5+/<br>4+ | 9 | 1 | M | Launch |

| Type | Lock | Attack | Damage | Arc | Special |
|---|---|---|---|---|---|
| Disruptors | 4+ | 6 | 1 | F(N) | |
| Harpoon Volley | 4+ | 2 | 1 | F/S/R | Close Action |

| Load | Launch | Special |
|---|---|---|
| Gates | 3 | |

**Encountered ships of the class:** *Infinite Dreams, Warhold, Kingdom of Osiris, Erie*

Motherships are a unique to the Shaltari and the Emerald is the most common class. In essence, they resemble the troopships of other races since they are cruiser sized and physically carry hordes of ground forces. This is where the similarity ends, as motherships use teleportation technology to route these forces to the surface via Voidgates and thus do not employ crude bulk landers. Voidgates are small ships that fulfil the role of strike carriers, operating in atmosphere some distance from the mothership. They do not carry troops physically but act as a fulcrum for teleportation. The Mothership is the primary source of power for this whole system but does not need to be positioned over the dropzone, keeping it further from harm.

Unlike troopships, motherships also carry a dropship equivalent (know as Gates) – small craft that are the final step in the chain before troops enter the battlefield itself. These materialise from the voidgates, fly to the dropzone and then ground units materialise from them. This complex system ensures that troops are never at risk in transit, preserving precious lives from defence battery fire.

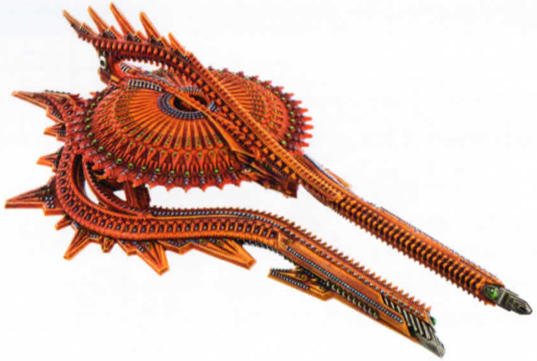
**Emerald:**

Length: 996m

Beam: 488m

Height: 305m

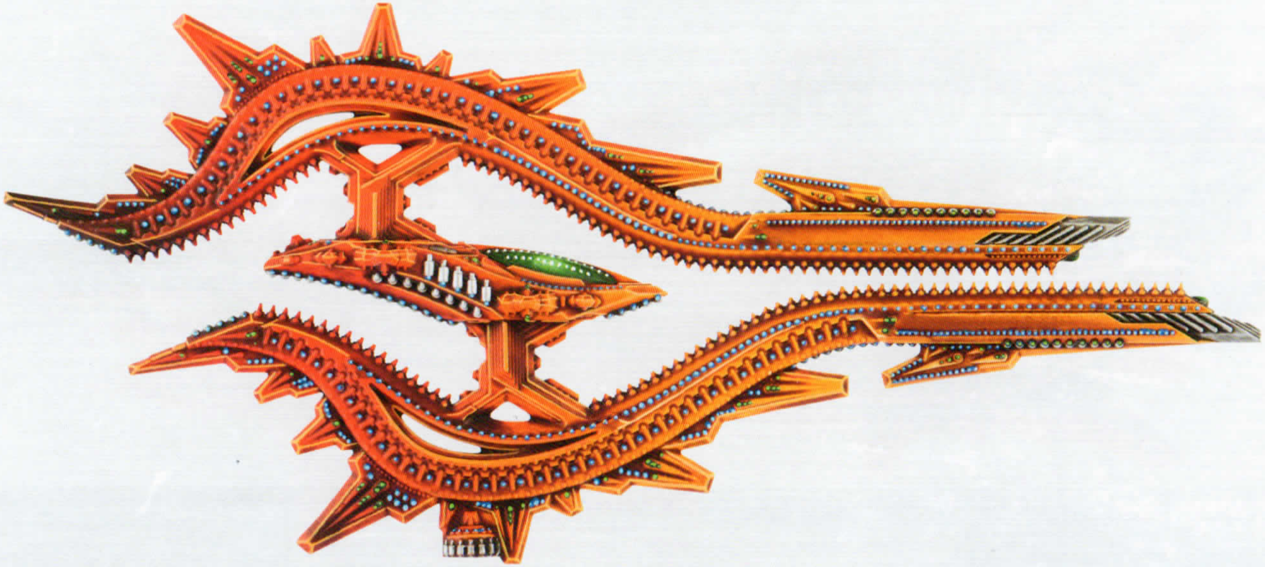
Displacement: 8,241,000m$^3$



# AZURITE

## LIGHT CRUISER

85 PTS



| Name | Scan | Sig | Thrust | Hull | A | PD | G | T | Special |
|---|---|---|---|---|---|---|---|---|---|
| Azurite | 12" | 3"/<br>16" | 12" | 7 | 5+/<br>4+ | 6 | 2-3 | M | Vectored |

| Type | Lock | Attack | Damage | Arc | Special |
|---|---|---|---|---|---|
| Disruptors | 4+ | 6 | 1 | F(N) | |
| Harpoon Cascade | 4+ | 3 | 1 | F/S/R | Close Action |

**AZURITE:**

Length: 1110m

Beam: 113m

Height: 496m

Displacement: 4,679,000$m^3$

**Encountered ships of the class:** *Revenant, Azure Phantom, Twisted Fate, Twilit Eternity*

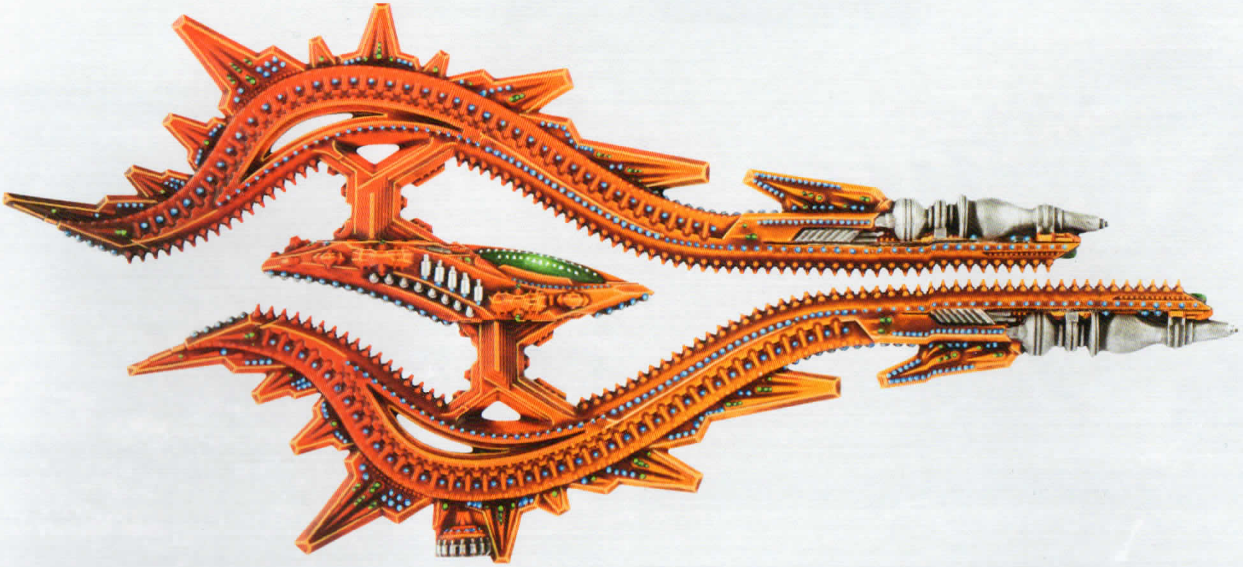
The Azurite is the most common type of light cruiser encountered during the Reconquest. Much like those of other races, this vessel is somewhat more susceptible to damage than full cruisers, although it gains an advantage in combat speed due to its lighter hull. The Azurite also has the rare advantage of beyond normal vectoring capabilities, allowing it to turn and fire with dizzying speed above what even most frigates are capable of. The makes it a highly dangerous and unpredictable opponent, especially when behind the lines where its lightning turning ability is at its most deadly.

It is armed primarily with a pair of disruptors. While far from harmless, these weapons have a constricted fire arc compared to the more destructive disintegrator weapons that fulfil the role of standard guns among Shaltari ships. However, their narrow arc is compensated for by the Azurite's superlative turning circle. It seems that these weapons were chosen for their lower power consumption, since the extreme manoeuvres the Azurite performs must surely consume vast amounts of energy.

# AQUAMARINE

## LIGHT CRUISER

85 PTS



| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| AQUAMARINE | 12" | 3"/<br>16" | 12" | 7 | 5+/<br>4+ | 6 | 2-3 | M | VECTORED |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| GRAVITY COILS | 2+ | 2 | 1 | F(N) | IMPEL-2 |
| HARPOON CASCADE | 4+ | 3 | 1 | F/S/R | CLOSE ACTION |

**Encountered ships of the class:** *Aeons Asunder, Mirrored Gaze, Infinity Circle, Waxing Moon*

The Aquamarine class light cruiser shares the same basic hull and engine setup of its cousin the Azurite. As a result, this ship is just as blisteringly fast and capable in manoeuvre as its sister class, ensuring that it can weave through the battlefield to seek its target and bite at the soft underbelly of its enemy.

Unlike the more general purpose Azurite though, the Aquamarine has a very specific mission profile, possibly unique to the Shaltari and granted by its highly unorthodox main armament, the Gravity Coils. This pair of weapons emits a narrow beam of gravitic disturbance, dealing focused damage to the victim and playing havoc with its inertia. In turn, this allows the target to be re-vectored as the Shaltari wish, diverting thousands of tons of sharship as if it had been pushed by the invisible hand of a divine being. The Aquamarine therefore has a unique support role as it can repulse enemy ships from friendly ones or place them in an unfavourable position, ready for the Shaltari onslaught.

**AQUAMARINE:**
LENGTH: 1091M
BEAM: 113M
HEIGHT: 496M
DISPLACEMENT: 4,559,000M$^3$

# TOPAZ

FRIGATE

45 PTS

LENGTH: 621M

DISPLACEMENT: 2,039,000M$^3$

| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| TOPAZ | 12" | 2"/<br>12" | 12" | 4 | 5+/<br>4+ | 6 | 2-4 | L | |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| DISINTEGRATOR BANK | 3+ | 2 | 1 | F | |
| HARPOON VOLLEY | 4+ | 2 | 1 | F/S/R | CLOSE ACTION |

**Encountered ships of the class:** *Sunrise, Cacophony, Green Depths, First of Bastet*

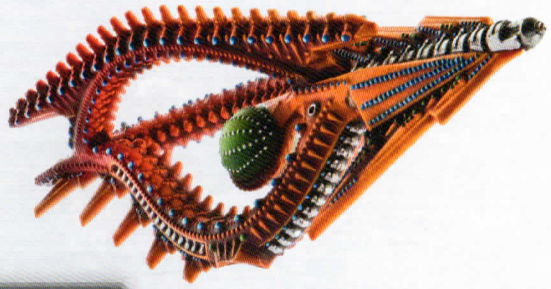
The Topaz is the most common Shaltari frigate design encountered by the UCM and has been seen in use with every known Shaltari tribal fleet. It fulfils a role and mode of attack similar to the standard 'gun' armed frigates in other races, such as the Toulon, Harpy and Europa. Like most Shaltari ships, the Topaz features an advanced shield system which can be raised for protection or lowered to take advantage of its very small signature. These shields are crucial if the enemy is able to get close enough to engage, as Shaltari frigates are poorly armoured without them. The Topaz is also the bane of supply convoys, where it wreaks havoc on lightly defended adversaries before melting away on silent running.

Its primary armament is a prow mounted Disintegrator bank – a powerful weapon for a ship of its size although restricted to the front quarter in engagement zone. As such, effective positioning is crucial to get the best out of these nimble ships. Their energy weapons do however allow for some variance in facing, making the Topaz more flexible and general purpose than its cousin, the Jade.

# JADE

FRIGATE

45 PTS



LENGTH: 617M

DISPLACEMENT: 1,760,000M$^3$

| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| JADE | 12" | 2"/<br>12" | 12" | 4 | 5+/<br>4+ | 6 | 2-4 | L | |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| PARTICLE LANCE | 3+ | 1 | 1 | F (N) | PARTICLE |
| HARPOON VOLLEY | 4+ | 2 | 1 | F/S/R | CLOSE ACTION |

**Encountered ships of the class:** *Corona, Years Behind, Lamenter, Emancipator*

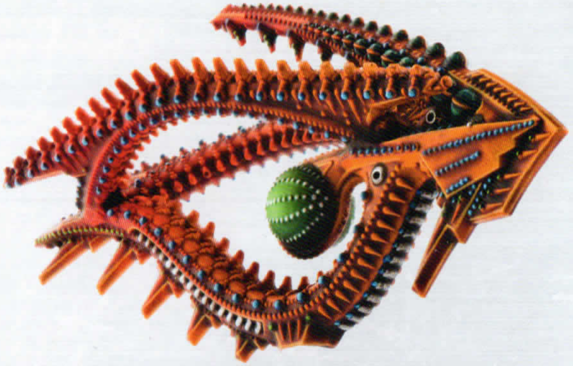
The Jade class frigate is a more focused design than its cousin, the Topaz. While using the same basic hull, this vessel mounts a single highly dangerous, if restrictive, particle lance. This weapon's effective fire arc is very narrow, forcing the Jade's captain to be very deliberate about engaging the enemy. Typically, these fast vessels are assigned to flanking operations against rearguard targets or to attack specific, high value assets in the early stages of a battle. The Jade class is also a favoured choice for small Shaltari raiding parties since isolated targets are picked off with speed and precision before any response can be brought to bear.

Its particle lance has a lower destructive power than the weapons of most other Shaltari frigates, but what it lacks in damage potential, it makes up for in armour penetrating ability. Its highly focused and devastating beam can slice through any known armour with contemptuous ease, almost always causing meaningful damage with a successful hit. As a result, it is often used against a heavily armoured opponent, whose protections are meaningless against the Jade's attentions.

# OPAL

## Frigate

**40 pts**



Length: 547m

Displacement: 1,954,000m$^3$

| Name | Scan | Sig | Thrust | Hull | A | PD | G | T | Special |
|---|---|---|---|---|---|---|---|---|---|
| Opal | 12" | 2"/<br>12" | 12" | 4 | 5+/<br>4+ | 6 | 1-2 | L | Shield Booster, Rare |

| Type | Lock | Attack | Damage | Arc | Special |
|---|---|---|---|---|---|
| Harpoon Volley | 4+ | 2 | 1 | F/S/R | Close Action |

**Encountered ships of the class:** *Stark Lantern, Talisman, Immortaliser, Endless Dominion*

The Opal class frigate is a highly specialised ship and thankfully for the UCM, rarely encountered. It carries minimal offensive weapons since its role is defensive in nature. Most of its internal structures are interlaced with a complex eldritch projection system designed to boost the effectiveness of the shields of a nearby vessel, as long as those shields are raised. This makes the Opal a highly effective escort ship for larger vessels.

As almost all Shaltari elders are obsessed with and focused on the continuation of their ancient lives and as such these ships are highly valued as escorts for flagships. It seems however that despite the Shaltari's obvious mastery of technology, this vessel is very difficult to produce, making it a particularly appealing prize whenever the tribal fleets fight each other, as it has few weapons of its own to defend itself with.

# AMETHYST

## Frigate

**48 pts**

Length: 500m

Displacement: 1,871,000m$^3$

| Name | Scan | Sig | Thrust | Hull | A | PD | G | T | Special |
|---|---|---|---|---|---|---|---|---|---|
| Amethyst | 12" | 2"/<br>12" | 12" | 4 | 5+/<br>4+ | 6 | 1-2 | L | |

| Type | Lock | Attack | Damage | Arc | Special |
|---|---|---|---|---|---|
| Microwave Array | 3+ | D3+2 | 1 | F/S/R | Close Action (Beam) |

**Encountered ships of the class:** *Valley of Embers, Blood's Flow, Shade of Horus, Significant Fire*

The Amethyst class frigate is perhaps the most the most aggressive ship in the entire Shaltari arsenal and calls for only the most reckless captains with the greatest bloodlust to command. While most Shaltari vessels shy away from close action engagements (and thus they are not regarded for their close in killing power), the Amethyst embraces them. This puts the class at odds with most of the fleet, leading it to conduct very specific missions and highlighting its potency. Indeed, this rightly feared ship is probably the most dangerous close-action oriented frigate sized vessel yet encountered by the UCM, beyond even those of the Scourge.

It is armed with a terrifying microwave array, a cluster of weapons designed to do appalling damage to hull and flesh at close range. Its superheating beams are capable of melting through armour, frying internal components and causing reactors to rupture. There are even stories of a ship's crew being literally cooked to death through the apparent safety of bulkheads, their blood boiling from every orifice in agonising screams. Furthermore, being entirely energy based, these weapons ignore all point defences that would be raised against them.

# VOIDGATE

## VOIDGATE

15 PTS

LENGTH: 348M
DISPLACEMENT: 1,253,000M³

| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| VOIDGATE | 12" | 1"/<br>8" | 12" | 3 | 5+/<br>5+ | 6 | 1-3 | L | VOIDGATE-1, ATMOSPHERIC, OPEN |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| CHARGED AIR | 5+ | 1 | 1 | F/S/R | AIR TO AIR |

The bizzare nature of these 'ships' has resulted in the unique classification of 'voidgate', devoid as they are of unique character. Indeed, the Shaltari seem to share this opinion, rarely naming them and or giving them more than a skeleton crew.

These vessels loosely fulfil the same tactical role as strike carriers for other races, although they do not actually carry troops. Instead, they merely act as a conduit for Shaltari teleportation, transferring Gates (such as the Eden and the Gaia - Shaltari analogues to dropships) from an orbiting mothership to the atmosphere. Since a voidgate must be present in the immediate vicinity of the dropsite, it must physically move to where the teleported construct(s) are to re-materialise. This removes the risk to the forces before deployment as they are never physically present aboard the voidgate, but are instead aboard a much larger and tougher mothership. Voidgates can also re-route forces between each other once on the ground, affording the Shaltari immense tactical flexibility to counterbalance their low numbers.

Voidgates also create a substantial field of energetic disturbance in the air. This energy can be unleashed against nearby enemy atmospheric assets, such as strike carriers, dropships or bulk landers and can also take the place of defence batteries in a tactical sense, since the Shaltari have no bulk landers of their own.

# GLASS

## CLOUDFLIERS

36 PTS

| NAME | SCAN | SIG | THRUST | HULL | A | PD | G | T | SPECIAL |
|---|---|---|---|---|---|---|---|---|---|
| GLASS | 8" | 1"/<br>8" | 16" | 1 | 5+/<br>5+ | 3 | 2-6 | L | ATMOSPHERIC, OUTLIER |

| TYPE | LOCK | ATTACK | DAMAGE | ARC | SPECIAL |
|---|---|---|---|---|---|
| ION LANCES | 5+ | 5 | 1 | F/S | AIR TO AIR |

**Encountered ships of the class:** *Aetherwind, Rainmaker, Sharp Spear, Dreamscape*

These tiny vessels fulfil the role of the corvettes of other races, although they are smaller even than those diminutive ships. They are designed solely to hunt enemy atmospheric assets and are extremely fast. These ships are favoured by the most aggressive Shaltari with the least fear of death and as such are generally crewed by Firstborn Shaltari new to the arts of naval warfare. They have a small crew of just twelve individuals and feature no shields due to their size, their pace and atmospheric capability their best protection against the enemy.

Typically, they hunt in packs, utilising their compact but lethal ion cannons to rake the hulls of the larger strike carriers which are their preferred prey. Although not as dangerous as a Corvette alone, their cooperation can quickly reduce the target to so much falling debris in a matter of seconds.

# ASSETS & ADMIRALS

| | FIGHTERS | |
|---|---|---|
| | THRUST | POINT DEFENCE BONUS |
| SHALTARI | 24" | +5 |

| | BOMBERS | | | |
|---|---|---|---|---|
| | THRUST | ATTACK | LOCK | DAMAGE |
| SHALTARI | 15" | 2 | 3+ | 1 |

| ADMIRAL | AV | ALLOWED | PTS |
|---|---|---|---|
| STAR SHAMAN | 2 | S/C/B | 20 |
| STAR ELDER | 3 | S/C/B | 40 |
| STARCHIEF | 4 | C/B | 80 |
| HIGH STARCHIEF | 5 | C/B | 100 |
| PRIME STARCHIEF | 6 | B | 140 |